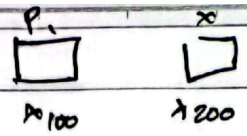
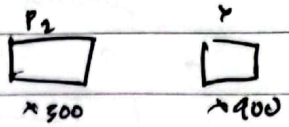
1. x, y = Integer

P_1, P_2 = Pointer to Integer





algorithm

$x \leftarrow 5$

$y \leftarrow 10$

a. $P_1 \leftarrow \&x$

$*P_1 \leftarrow 7$

b. $P_2 \leftarrow \&y$

$x \leftarrow *P_2$

3. $x \leftarrow y$

$P_1 \leftarrow \&y$

$P_2 \leftarrow \&x$

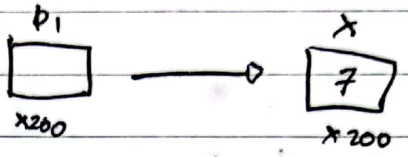
4. $P_2 \leftarrow \&x$

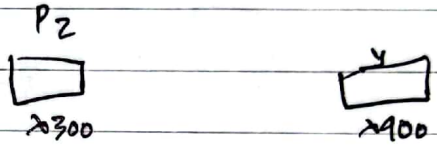
$P_1 \leftarrow P_2$

$*P_2 \leftarrow 6$

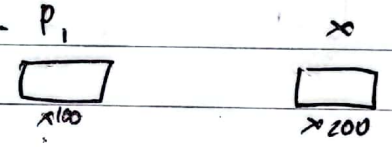
Jawab.

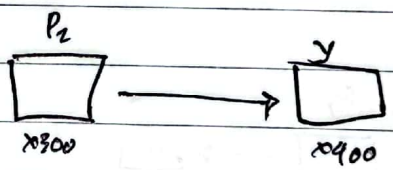
a.



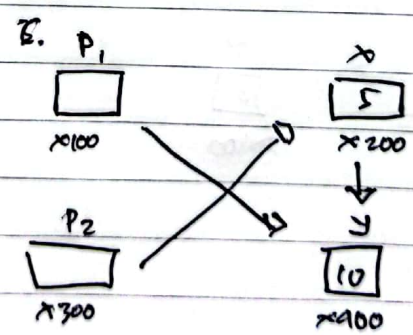


b.

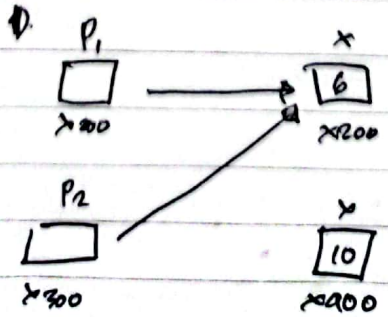




c.



d.



2. Dictionary

x ← 5

y ← 10

a. $P_1 \leftarrow \&y$

$P_2 \leftarrow \&x$

$*P_1 \leftarrow *P_2$

b. $P_2 \leftarrow \&x$

$*P_2 \leftarrow 7$

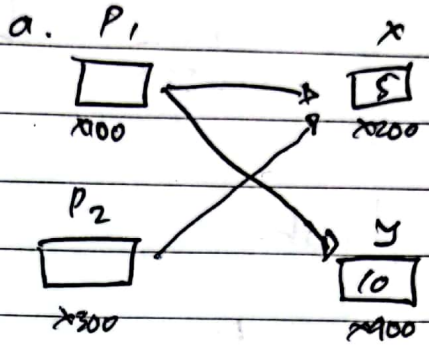
$P_1 \leftarrow P_2$

c. $P_1 \leftarrow \&x$

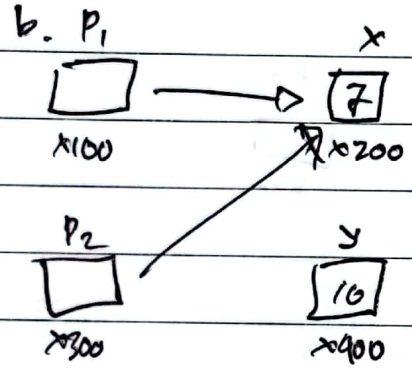
$*P_1 \leftarrow y$

Jawab

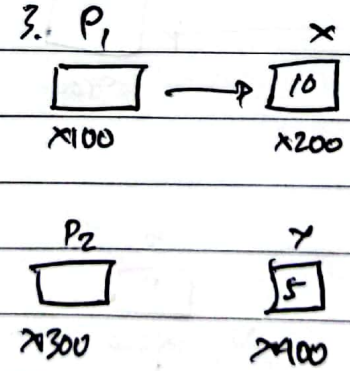
a.



b.



3.



3. algorithm

a — 10
b — 15
P_1 — &b
P_2 — P_1
c — 27
P_1 — &c
a — *P_1
P_3 — &b
*P_2 — 8

a	b	c	P_1	P_2	P_3
10	15	27	0x6FFdec	0x6FFdec	0x1
27	8	27	0x6FFde8	0x6ffdec	0x6ffdec

4. algoritme

a — 10
b — 15
c — 27
P_1 — &a
P_2 — &b
*P_1 — c
a ← *P_2
b — 6
P_3 — &b
P_3 — &c
*P_1 — P_3

a	b	c	P_1	P_2	P_3
10	15	27	0x6FFdf8	0x6FF610	0x6FFde8
15	6	10			