

# Pointer

Find out the output of the following Programs

SLNO	QUESTIONS	SLNO	QUESTIONS
1	<pre>void main() {     char *s="\0";     if(strcmp(s,"\0")==0)         printf("s is null");     else         printf("s is not null"); }</pre>	2	<pre>void main() {     char *s[]={"miller","miller",                "filler","filler"};      char **p;     p=s;     printf("%s",++*p);     printf("%s",*p++);     printf("%s",++*p); }</pre>
3	<pre>void main() {     char arr[8]={'S','H','R','A','W','A','N'};     char *p;     p=(char*)(arr+2)[2]+1;     printf("%c",p); }</pre>	4	<pre>void main() {     int i=4;     int j=-3;     mul(&amp;i,j);     printf("%d %d",i,j); }  mul(int *a,int b) {     *a=*a**a;     b=b*b; }</pre> <p>a. 4 3 b. 4 9 c. 16 -3 d. None of these</p>
5	<pre>void main() {     int a[2][2]={1,2,3,4};     int *p,*q;     p=a;     q=&amp;a;     printf("%d %d ",++*p,++*q); }</pre> <p>a. 2 2 b. 3 2 c. 2 3 d. Compilation error</p>	6	<pre>void main() {     char *a[]={"good","bad","boy"};     printf("%s %s %s",*a+1,*a+2,*a+3); }</pre> <p>a. good bad boy b. boy bad good c. good ood od d. ood od</p>
7	<pre>void main() {     char *p="come\0";     char *q="come";     if(strcmp(p,q))         printf("Equal");      else         printf("Not Equal"); }</pre>	8	<pre>void main() {     char *p="abc123",*q="abc";     while(*p++=*q++)         printf("%c %c",*p,*q); }</pre> <p>a. aabbcc b. aabbcc</p>

	a. Both are Equal b. Not equal c. Not output d. None of these		c. bbcc1 d. None of these
7	<pre>void test(int,int *); void main() {     int *iptr,j,k=2;     iptr=&amp;j;     j=k;     printf("%d %d",k,j);     test(j,iptr);     printf("%d %d",k,j); } void test(int l,int *p) {     l++;     (*p)++; } a. 2 3 3 3 b. 2 3 4 3 c. 2 2 2 3 d. None of these</pre>	8	<pre>void main() {     int *p,*q;     p= 2000;     q= 3000;     printf("%d ",q-p); }</pre>
9	<pre>void main() {     int *j,a=5;     void *k;     j=k=&amp;a;     j++;     k++;     printf("\n%d %d",j,k); }</pre>	10	<pre>void main() {     char *p="ayqm";     printf("%c",*p++);     printf("%c",++*(p++)); }</pre>