

## cpp-heapPuzzles/puzzle1.cpp

```
int main() {
13
     int i = 2, j = 4, k = 8;
14
     int *p = \&i, *q = \&j, *r = \&k;
15
16
17
     k = i;
18
     cout << i << j << k << *p << *q << *r << endl;
19
20
     p = q;
     cout << i << j << k << *p << *q << *r << endl;</pre>
21
22
23
     *q = *r;
24
     cout << i << j << k << *p << *q << *r << endl;</pre>
25
26
     return 0;
27
```

## cpp-heapPuzzles/puzzle2.cpp

```
13 int main() {
14
     int *x = new int;
15
    int &y = *x;
16
     y = 4;
17
18
     cout << &x << endl;</pre>
19
     cout << x << endl;</pre>
20
      cout << *x << endl;</pre>
21
22
      cout << &y << endl;</pre>
23
      cout << y << endl;</pre>
24
      cout << *y << endl;</pre>
25
26
      return 0;
27
```

## cpp-heapPuzzles/puzzle3.cpp

```
13 int main() {
     int *p, *q;
14
15
    p = new int;
16
    q = p;
17
    *q = 8;
18
     cout << *p << endl;</pre>
19
20
     q = new int;
21
     *q = 9;
22
     cout << *p << endl;</pre>
23
     cout << *q << endl;</pre>
24
25
     return 0;
26
```

## cpp-heapPuzzles/puzzle4.cpp

```
13 int main() {
14
     int *x;
15
    int size = 3;
16
    x = new int[size];
17
18
    for (int i = 0; i < size; i++) {
19
       x[i] = i + 3;
20
21
22
     delete[] x;
23
```