

# LAB #02

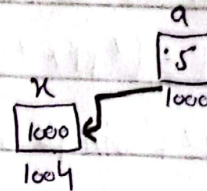
## Data Structure

### & Algorithms

Write the dry run output of the codes.

#### Prog #01

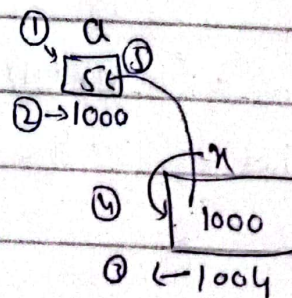
```
{  
① int a = 5;  
② int *x;  
③ x = &a;
```



```
cout << "value of a = " << a << endl;  
cout << "Address of a = " << &a << endl;  
cout << "Address of x = " << &x << endl;  
cout << "x Point to address = " << *x << endl;  
cout << "x Point to value = " << *x << endl;  
return 0;  
}
```

#### Output:

value of a = 5  
Address of a = 1000  
Address of x = 1004  
x Point to address = 1000  
x Point to value = 5





## Program #02

```

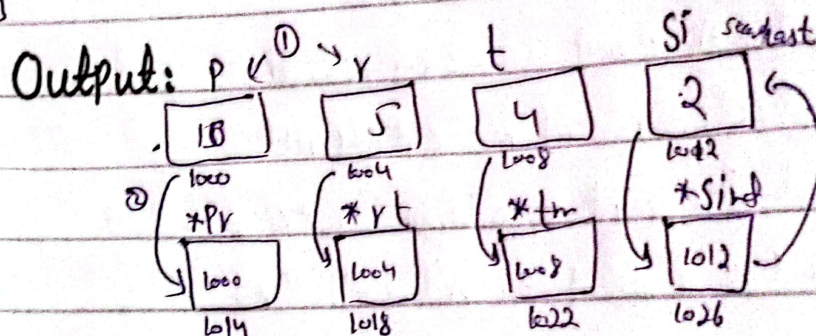
{
    int P, r, t, si, *pr, *rt, *tm, *sint;

    pr = &P;
    rt = &r;
    tm = &t;
    sint = &si;

    values enter from user

    *sint = (*pr * *rt * *tm) / 100;
    cout << "simple interest=" << *sint << endl;
    return 0;
}

```



user enter values

Enter Principle = 10,

Enter Rate = 5

Enter time = 4

$$*sint = (10 * 5 * 4) / 100$$

$$*sint = 200 / 100 = 2$$

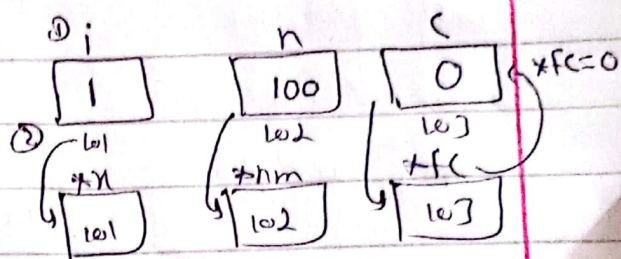
$$si = 2$$



### Program #03

Number is Prime or not.

```
{
int i, n, c, *x, *nm, *fc;
n = &i;
nm = &n;
fc = &c;
*fc = 0;
```



Enter a number = 10

```
for (*x = 1; *x <= *nm; *x = *x + 1)
```

```
{
    if (*nm % *x == 0)
    {
        *fc = *fc + 1;
    }
    if (*fc == 2) ✓
```

```
    cout << "Prime Number";
```

```
} else {
    cout << "Not a Prime Number";
```

```
}
return 0;
```

**Output:**

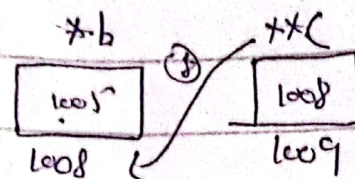
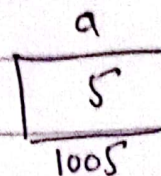
Enter a number=10

Not a Prime Number



## Program #04

```
{
    int a=5, *b, **c;
    b = &a;    → 1005
    c = &b;    → 1008
```



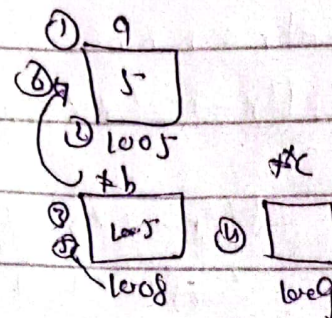
## Output:

value of a = 5

Address of a = 1005

Address of b = 1008

Address of c = 1009



b Points to address = 1005

b Points to the value = 5

c Point to the address = 1008

c Point to the value = 5

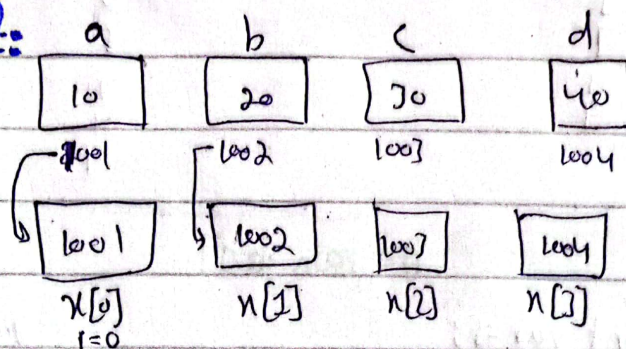


## Program #05

```
int main()
{
    int *x[4];
    int a=10, b=20, c=30, d=40, i;
    x[0] = &a;
    x[1] = &b;
    x[2] = &c;
    x[3] = &d;

    for(i=0, i<4; i++)
    {
        cout << "value of x[" << i << "] = " << x[i] << " and points to = "
        << x[i] << endl;
    }
    return 0;
}
```

**Output:**



value of `x[0] = 1001 = 10`

∴ `x[1] = 1002 = 20`

∴ `x[2] = 1003 = 30`

∴ `x[3] = 1004 = 40`



## Program #06

```

{
    float arr[4];
    cout << "Enter 4 numbers" << endl;
    for (i=0; i<4; i++)
    {
        cin >> arr[i];
    }
    display arr;
    cout << "arr" << endl;
}

```

### Output:

Enter 4 number

5  
7  
4  
9

Display the data

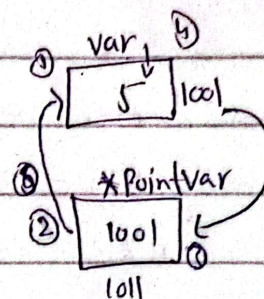
5  
7  
4  
9

## Program #07

```

1 int var=5;
2 int *PointVar;
3 PointVar = &var;

```



### Output:

1 cout << "var=" << var << endl = 5

var = 5

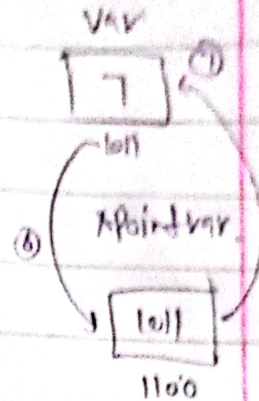


① \*pointVar = 5  
changing value of Var to 7;

② Var = 7

③ \*pointVar = 7

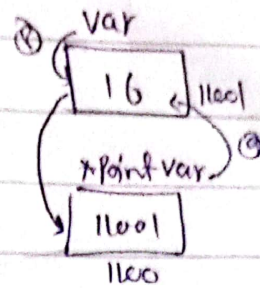
changing value of Var to 16;



④ Var = 16

⑤ \*pointVar = 16

⑥ \*pointVar = 16



### Program #08

(Sum of even numbers)

{

① int i, n, s, d, \*x, \*nm, \*sum, \*dg;

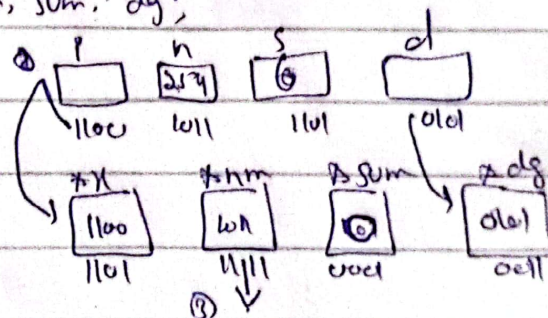
② n = 15649;

nm = &n;

sum = &s;

dg = &d;

\*sum = 0;



③ while (\*nm != 0)

(1111 > 0)

{ if (\*dg % 2 == 0)

④ (15649 % 2 == 0)

{ \*sum = \*sum + \*dg;

⑤ s = 21456

Output:

Enter a number 15649