

Assignment-2 (Pointers): -

- Create Pointers for various data types and test compatibility between them.
- Usage of NULL pointer, try dereferencing NULL pointer.
- Print equivalent bit pattern (in hexadecimal) for some float, double values.
- Check the endianness (little or big) of your current system.
- Conversion of short integer from little endian to big endian(network order) and vice versa.
- Conversion of integer from little endian to big endian(network order) and vice versa.
- Pointer arithmetic (try out for various data types)

```
p=&x;    p1=p+5;    p2=p-5;
p1++;    p2--;    p1-p2
```

- Form equivalent expressions for chain of pointers

```
int x;    int *p = &x;    int **q = &p;
```

- Given `int a[5]={ 10,20,30,40,50};`

```
int *p=a, q=*&a+1)-1;
```

evaluate following expressions

```
*p++, **p, (*p)++, ++(*p), ++*p, *(p++), *(++p)
```

```
*q--, **q, (*q)--, --(*q), --*p, *(q--), *(--p)
```

- Convert from one type of pointer/address to other using void*
- Test arithmetic operations on void pointers
- Print all elements of a 1D array using a pointer , give equivalent expression for `a[i]` using pointers
- Can we use `a[i]` or `i[a]` to access an element, test with some code
- `int arr[5]; int (*parr)[5];`
`parr=&arr;`
`sizeof(parr), sizeof(*parr), sizeof(**parr)`
 access array elements with suitable dereferencing of parr
- Usage of assert macro before dereferencing any pointer.

- Differentiate between the following declarations
 - `#define PINT int*`
`PINT p1,p2;`
 - `typedef int* pint`
`pint p1,p2;`
- Differentiate between
 - `int *parr[5];`
 - `int (*parr)[5];`
- Differentiate between
 - `const int *p;`
 - `int const* p;`
 - `int* const p = &x;`
 - `const int * const p = &x;`

Try `*p=20, p++, (*p)++, p=&y` in each case
- Test the following code


```
const int x=10; int *p;
p = &x; *p=20; printf(“%d\n”,x);
```
- Access 2D array using pointers


```
int arr[3][4];    int (*p)[4];    p=arr;
sizeof(p), sizeof(*p),sizeof(**p) , values of p, p+1
Check equivalence of arr[i][j], *(p+i)[j], *(*p+i)+j)
```
- Store random numbers in an array and print them and perform linear search.
- Give an expression to print last element of array irrespective of length using pointer notation.
(You shouldn't consider length or size of array)
- What is the significance of following pointer


```
int (*q)[3][4];
```

What are the sizes of `q, *q, **q, ***q`

Write some code to test this with a 2D array