East West University
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Lab Manual
Course : CSE -103
Credit Title : Structured Programming
Instructor : Dr. Maheen Islam, Associate Professor, CSE Department

Lab - 6: Pointer

1. Write a short C program that declares and initializes (to any value you like) a double, an int, and a string. Your program should then print the address of, and value stored in, each of the variables. Use the format string "%p" to print the addresses in hexadecimal notation (base 16). You should see addresses that look something like this: "0xbfe55918". The initial characters "0x" tell you that hexadecimal notation is being used; the remainder of the digits give the address itself.

2. Write a C program that finds the maximum of three integer numbers. Declare three integer variables and use pointers to input values in them. Then find the maximum value and print it using the pointers.

3. Write a C program that reads 10 integer values in an array using pointer and check whether the number is even or odd. If the number is even it stores it in an array called **even**, otherwise if the number is odd it stores it in an array called **odd**. Print the contents of the arrays **even** and **odd** using pointers.

4. Write a C program that displays the average of the array values and a table of differences between each array element and the mean. Use pointer for taking input and computation.