

HW →

(1)

int a = 10 ;

int *q = &a ;

int b = 50

int *p = &a ;

int *r = &b ;

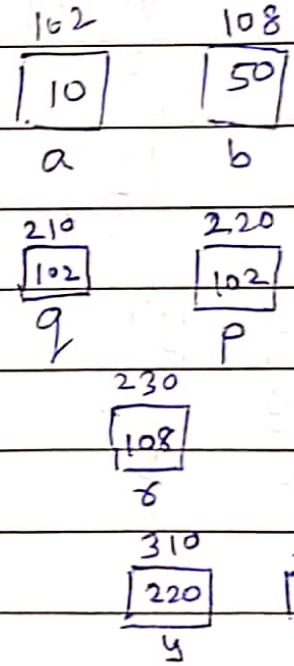
int **y = &p ;

**z = &r ;

cout << p << *p << y << **y ;

* p = 20 ;

cout << p << *p << a << b << *q << **z ;



Sol :

cout << p << *p << y << **y

Answer → 102 10 220 10

cout << p << *p << a << b << *q << **z

102 10 10 50 10 50

$\overline{*a}$ get value
address

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```

2. int main()
{
    int a = 20;
    int b = 30;
    fun(b, a);
    cout << a << b;
    fun2(&b, &a);
    cout << a << b;
}

```

void fun(int a, int b) {
 int temp = a;
 a = b;
 b = temp;
 cout << a << b;
}

void fun2(int *a, int *b) {
 swap(*a, *b);
 cout << *a << *b;
}

*a = 30
*b = 20

Sol:

Ans: fun(b, a) → a = 20, b = 30

Real Scope → cout << a << b → a = 20, b = 30

102
20
a

104
30
b

fun2(&b, &a) → a = 20, b = 30

cout << a << b → a = 20; b = 30

③ int a[] = { 3, 9, 2, 1, 7, 8, 4};

int *p = a

int *q = a+3;

int *r = a+5;

cout << p << *p+5;

cout << *r << *q << r << q;

cout << *q+1 << *(q+1)

Sol:

| | | | | | | | |
|-----|-----|-----|-----|-----|-----|---|--|
| 100 | 104 | 108 | 112 | 116 | 120 | | |
| 3 | 9 | 2 | 1 | 7 | 8 | 4 | |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | |

int *p = a;

100+4*3 ← int *q = a+3; (112)

100+4*5 ← int *r = a+5; (120)

| | | |
|-----|-----|-----|
| 210 | 220 | 230 |
| 100 | 112 | 120 |
| p | q | r |

cout << p << *p+5;
 ↓ 8
 100

cout << *r << *q << r << q;
 8 1 120 112

cout << *q+1; << *(q+1);
 ② 7