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# EE4013 Assignment-1

# PEDAVEGI ADITYA - EE18BTECH11034

#### Download all the codes from

https://github.com/adi2000pedavegi/EE4013/tree/main/Assignment-1/codes

#### and latex-tikz codes from

https://github.com/adi2000pedavegi/EE4013/tree/main/Assignment-1/figs

# 1 Problem

# Consider the following C program

The number that will be dispalyed on the execution of the program is :

### 2 Solution

The output of the given C program is

6

Initially we defined an integer array by name *arr* of size 13.

```
int arr[] = \{1,2,3,4,5,6,7,8,9,0,1,2,5\};
```

An array in C or be it in any programming language is a collection of similar data items stored at contiguous memory locations and elements can be accessed randomly using indices of an array. They can be used to store collection of primitive data types such as int, float, double, char, etc of any particular type.

The created array will be created as shown in Fig.0





Fig. 0: Given Input array

By default while creating an array, a pointer as the name of the array i.e., *arr* is created and it stores the address of the first element in the arr.

This is shown in below Fig.0

Then we initialized a pointer ip as

```
int *ip = arr + 4;
```

The above line of code creates a pointer such that it points to the  $4^{th}$  element from the element pointed by pointer arr i.e., the pointer ip stores the address of the element present in  $5^{th}$  index of array arr. This is pictured in Fig.0

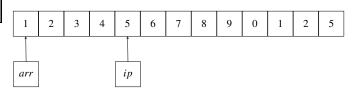


Fig. 0: Pointer pointing to an element in array

Now the final line of code is:

```
printf("%d\n",ip[1]);
```

Using this line of code we are printing the element present in ip[1]. The value of ip[1] i.e (\*(ip + 1)) is equivalent to element present in memory address pointed by the pointer ip + 1.

The element pointed by pointer ip + 1 is shown in Fig. 0

So, now the above printf line prints the integer stored at the address, the pointer ip + 1 points in the terminal i.e., **6**.

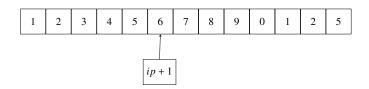


Fig. 0