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Algoritma Dan Struktur Data

- Exercise 1

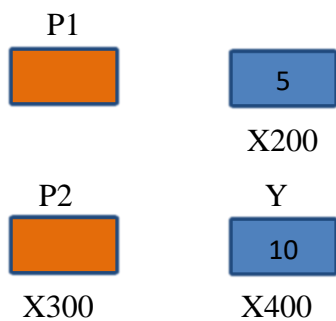
Dictionary : X, Y = Integer

P1, P2 = pointer to integer

Algorithm :

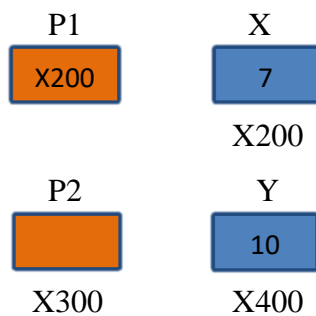
$X \leftarrow 5$

$Y \leftarrow 10$



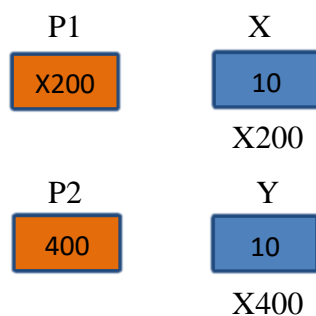
1) $P1 \leftarrow \&X$

$*P1 \leftarrow 7$



2) $P2 \leftarrow \&Y$

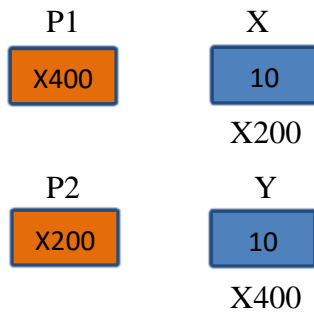
$*P1 \leftarrow 7$



3) $X \leftarrow Y$

$P1 \leftarrow \& Y$

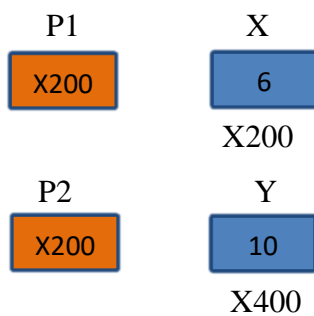
$P2 \leftarrow \& X$



4) $P2 \leftarrow \& Y$

$P1 \leftarrow P2$

$*P2 \leftarrow 6$

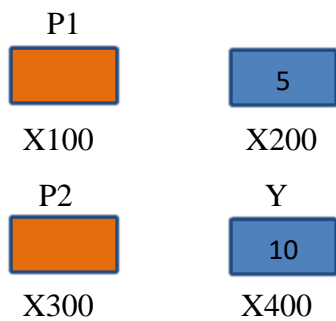


•Exercise 2

Algorithm :

$X \leftarrow 5$

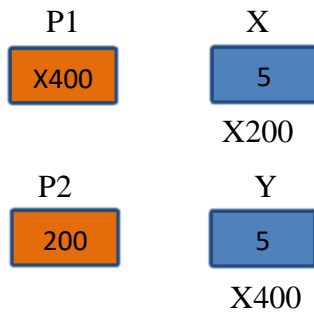
$Y \leftarrow 10$



1) $P2 \leftarrow \& Y$

$P2 \leftarrow \& X$

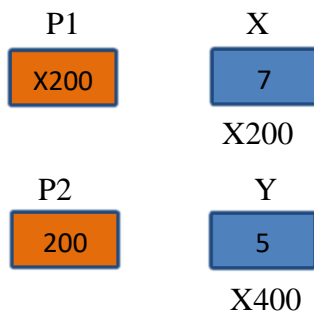
$*P3 \leftarrow *P2$



2) $P2 \leftarrow \& X$

$*P2 \leftarrow 7$

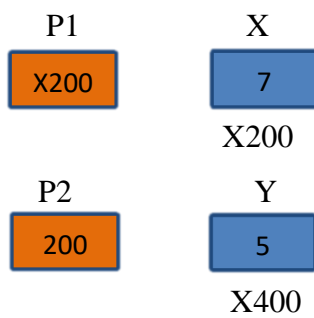
$*P1 \leftarrow P2$



3) $P2 \leftarrow \& X$

$*P2 \leftarrow 7$

$*P1 \leftarrow P2$



- Exercise 3

```

C:\Users\acer\Downloads\Exercise3.exe
Nilai a : 10
Nilai b : 15
Nilai p1 : 0x6ffdec
Nilai p2 : 0x6ffdec
Nilai c : 27
Nilai p1 : 0x6ffde8
Nilai a : 27
Nilai p3 : 0x6ffdec
Nilai b : 8

-----
Process exited after 0.48 seconds with return value 0
Press any key to continue . . .

```

What Is The Output?

A	B	C	P1	P2	P3
10	15	27	0x6ffdec	0x6ffdec	0x6ffdec
27	8		0x6ffde8		

- Exercise 4

```

C:\Users\acer\Downloads\Exercise4.exe
Nilai a : 10
Nilai b : 15
Nilai c : 27
Nilai p1 : 0x6ffdf4
Nilai p2 : 0x6ffdf0
Nilai a : 27
Nilai a : 15
Nilai b : 6
Nilai p3 : 0x6ffdf0
Nilai p3 : 0x6ffdec
Nilai c : 27

-----
Process exited after 0.2294 seconds with return value 0
Press any key to continue . . .

```

What Is The Output?

A	B	C	P1	P2	P3
10	15	27	0x6ffdf4	0x6ffdf0	0x6ffdf0
27	6	27		8	0x6ffdec