Lab instructions Week 11

Introduction to Programming ECS 102, 2018-19 Semester II IISER Bhopal

use_pointers.c

Define a pointer variable p and assign it to the address of an integer i. Assign i=1.

- 1) Print the value and address of i. Print the pointer p and p itself. (You can typecast pointers as "unsigned long int" to avoid warning.)
- 2) Declare another variable j and assign it to p. Assign p = 2. Print the values and addresses of both p and p. Explain the output.
- Do the same using pointers of short int and long int, and note the differences.
- 4) Verify how many bytes does a pointer variable take by declaring more than one pointer in your code. Does it depend of the date type of the pointer variable? Explain your answer.

pointer_inr_decr.c

You can increment or decrement pointers like variables. Print the pointer p and p itself for the following cases.

Increment and decrement using

- 1) p++ and p--
- 2) (unsigned long int) (p+1) and (unsigned long int) (p-1)
- 3) (unsigned long int) p+1 and (unsigned long int) p-1

Explain your answers.

pointer_array_1D.c

Define one 1D array as $x[3] = \{1, 2, 3\}$;

- 1) Print x. What does it denote?
- Print the elements and their addresses in the array.
- Print the elements and their addresses in the array using a pointer. The pointer should not change by itself.
- 4) Print the elements and their addresses in the array using a pointer by incrementing the pointer itself.

pointer_array_2D.c

Define one 2D array as $xx[3][3] = \{1, 2, 3, 4, 5, 6, 7, 8, 9\};$

- 1) Print xx. What does it denote?
- 2) Print xx[m] for m = 1, 2, 3. What do they denote?
- 3) Print the elements and their addresses in the array.
- 4) Print the elements and their addresses in the array using an array of 3 pointers pointing to the 3 rows. The pointers should not change by themselves.
- 5) Print the elements and their addresses in the array using a single pointer by incrementing the pointer itself.