

Corso di Laboratorio di Programmazione

Compito 3 – Puntatori e gestione della memoria

1. Allocate an array of ten ints on the free store using new.
2. Print the values of the ten ints to cout.
3. Deallocate the array (using delete[]).
4. Write a function `print_array10(ostream& os, int* a)` that prints out the values of a (assumed to have ten elements) to os.
5. Allocate an array of ten ints; initialize it to 1, 2, 4, 8, etc.; and assign its address to a variable p1.
6. Allocate an array of ten ints, and assign its address to a variable p2.
7. Copy the values from the array pointed to by p1 into the array pointed to by p2.
8. Repeat 5-7 using a vector rather than an array.

Suggerimento: compilate frequentemente il codice e testate approfonditamente tutto ciò che implementate.