# Array of Pointers - 2

The declaration

int (\*p) [5];

means

- p is one dimensional array of size 5, of pointers to integers.
- p is a pointer to a 5 elements integer array.

  correct answer
- The same as int \*p[5];
- None of these.

# Array of Pointers - 3

What would be the output for the following program?

```
#include<stdio.h>
int main()
{
  int a[]={ 1, 2, 3, 4, 5 }, *p;
  p=a;
  ++*p;
  printf("%d ", *p);
  p += 2;
  printf("%d", *p);
  return 0;
}
```

- 22
- 13
- 23 v correct answer
- 12

# Arrays: Pointers - 1

What would be the output of the below program

```
#include<stdio.h>
int main( )
{
    int a[5]={0};
    a++;
    printf("%d", a[0]);
    return 0;
}
```

- 0
- 2
- Garbage Value
- Syntax Error correct answer

# Arrays: Pointers - 2

What would be the output of the below program

```
#include<stdio.h>
int main()
{
    int a[5]={1,2,3,4,5};
    int *p;
    p=a;
    printf("%d ", *p);
    *p++;
    printf("%d", *p);
    return 0;
}
```

- 11
- 12 
   correct answer
- Garbage Values
- Syntax Error

#### Pointer to Pointer - 1

Consider the following declaration

```
int a, *b = &a, **c = &b;
```

The following program fragment

```
a = 4;
**c = 5;
```

- does not change the value of a
- assigns address of c to a
- assigns the value of b to a
- assigns 5 to a correct answer

#### Pointer to Pointer - 2

```
#include<stdio.h>

int main()
{
    int ***r, **q, *p, i=8;
    // address of i is 1000, p is 1200, q is 1400, r is 1600
    p = &i;
    q = &p;
    r = &q;
    printf("%d %d %d", *p, ***r);
    return 0;
}
```

#### Your answers

1.) Write the output of the program If the integer is 4 bytes long?

888			

