

# EXPERIMENT – 8

**QUESTION-1:** Declare different types of pointers(int,float,char) and initialize them with the addresses of variables. Print the values of both the pointers and the variables t point to.

**CODE:**

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
int a;
```

```
float b;
```

```
char c;
```

```
printf("enter value of a:");
```

```
scanf("%d", &a);
```

```
printf("enter value of b:");
```

```
scanf("%f", &b);
```

```
printf("enter value of c:");
```

```
scanf(" %c", &c);
```

```
int *p1 = &a;
```

```
float *p2 = &b;
```

```
char *p3 = &c;
```

```
printf("Value of a = %d\n", a);
```

```
printf("Address stored in p1 = %p\n", p1);
```

```
printf("Value pointed by p1 = %d\n\n", *p1);
```

```
printf("Value of b = %.2f\n", b);
```

```
printf("Address stored in p2 = %p\n", p2);
```

```
printf("Value pointed by p2 = %.2f\n\n", *p2);
```

```
printf("Value of c = %c\n", c);
```

```
printf("Address stored in p3 = %p\n", p3);
```

```
printf("Value pointed by p3 = %c\n", *p3);
```

```
return 0;
```

```
}
```

## OUTPUT:

(a) enter value of a:45

enter value of b:50

enter value of c:a

Value of a = 45

Address stored in p1 = 0x16eeb3378

Value pointed by p1 = 45

Value of b = 50.00

Address stored in p2 = 0x16eeb3374

Value pointed by p2 = 50.00

Value of c = a

Address stored in p3 = 0x16eeb3373

Value pointed by p3 = a

(b) enter value of a:A

enter value of b:enter value of c:Value of a = 8526736

Address stored in p1 = 0x16f9ef348

Value pointed by p1 = 8526736

Value of b = 0.00

Address stored in p2 = 0x16f9ef344

Value pointed by p2 = 0.00

Value of c = A

Address stored in p3 = 0x16f9ef343

Value pointed by p3 = A

**QUESTION-2:** Perform pointer arithmetic(increment and decrement) on pointers of different data types. Observe how the memory addresses change and the effects on data access.

**CODE:**

```
#include <stdio.h>

int main()
{
    int a = 10;
    float b = 5.5;
    char c = 'A';

    int *p1 = &a;
    float *p2 = &b;
    char *p3 = &c;

    printf("Original addresses:\n");
    printf("p1 = %p\n", p1);
    printf("p2 = %p\n", p2);
    printf("p3 = %p\n", p3);
```

```
p1++;
p2++;
p3++;
```

```
printf("\nAddresses after increment:\n");
printf("p1 = %p\n", p1);
printf("p2 = %p\n", p2);
```

```
printf("p3 = %p\n", p3);  
  
p1--;  
p2--;  
p3--;  
  
printf("\nAddresses after decrement (back to original):\n");  
printf("p1 = %p\n", p1);  
printf("p2 = %p\n", p2);  
printf("p3 = %p\n", p3);  
  
return 0;  
}
```

## OUTPUT:

Original addresses:

p1 = 0x16b12b368

p2 = 0x16b12b364

p3 = 0x16b12b363

Addresses after increment:

p1 = 0x16b12b36c

p2 = 0x16b12b368

p3 = 0x16b12b364

Addresses after decrement (back to original):

p1 = 0x16b12b368

p2 = 0x16b12b364

p3 = 0x16b12b363

**QUESTION-3:** Write a function that accepts pointers as parameters. Pass variables by reference using pointers and modify their values within the function.

**CODE:**

```
#include <stdio.h>

void modify(int *x, int *y)
{
    *x = *x + 10;
    *y = *y * 2;
}

int main()
{
    int a = 5;
    int b = 6;

    printf("Before function call: a = %d, b = %d\n", a, b);

    modify(&a, &b);

    printf("After function call: a = %d, b = %d\n", a, b);

    return 0;
}
```

**OUTPUT:**

Before function call: a = 5, b = 6

After function call: a = 15, b = 12