

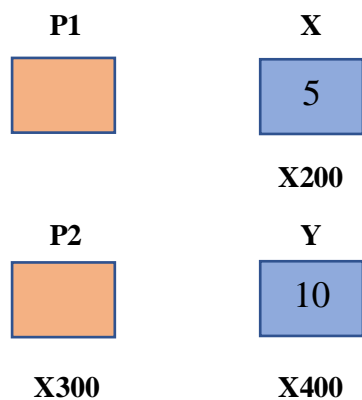
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Tugas Pointer Algoritma dan Struktur Data

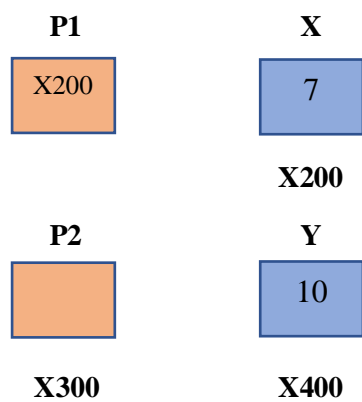
EXERCISE 1

<u>Dictionary</u> x, y : <u>integer</u> p1, p2 : <u>pointer to integer</u> <u>Algorithm</u> x \leftarrow 5 y \leftarrow 10



1	p1 \leftarrow &x *p1 \leftarrow 7
2	p2 \leftarrow &y x \leftarrow *p2
3	x \leftarrow y p1 \leftarrow &y p2 \leftarrow &x
4	p2 \leftarrow &x p1 \leftarrow p2 *p2 \leftarrow 6

1.



2.

P1	X
X200	10
	X200
P2	Y
400	10
	X400

3.

P1	X
X400	10
	X200
P2	Y
X200	10
	X400

4.

P1	X
X200	6
	X200
P2	Y
X200	10
	X400

EXERCISE 2

Dictionary

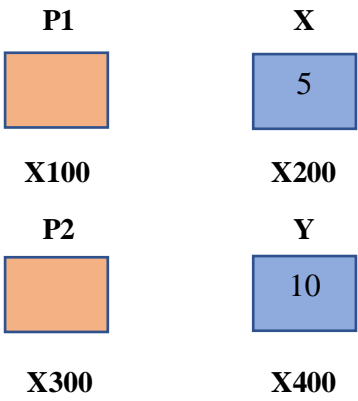
x, y : integer

p1, p2 : pointer to integer

Algorithm

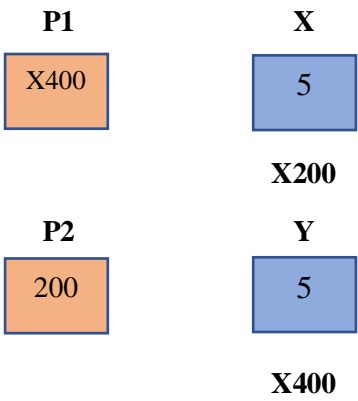
x ← 5

y ← 10

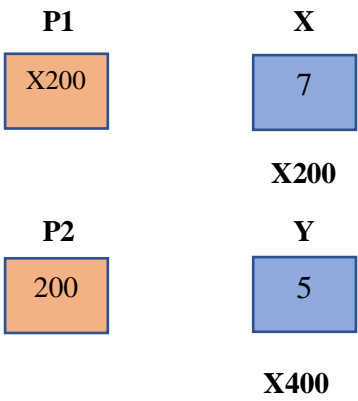


1	p1 ← &y p2 ← &x *p1 ← *p2
2	p2 ← &x *p2 ← 7 p1 ← p2
3	p1 ← &x *p1 ← y

1.



2.



3.

P1	X
X200	5
P2	Y
X200	5
	X400

EXERCISE 3

C:\Users\asus\Documents\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 0.1513 seconds with return value 0
Press any key to continue . . .
```

a	b	c	p1	p2	p3
10	15	27	0x6ffdec	0x6ffdec	0x6ffdec
			0x6ffde8		

EXERCISE 4

C:\Users\asus\Documents\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 0.1529 seconds with return value 0
Press any key to continue . . .
```

a	b	c	p1	p2	p3
10	15	27	0x6ffdf4	0x6ffdf0	0x6ffdf0
27	6	27			0x6ffdec
15					