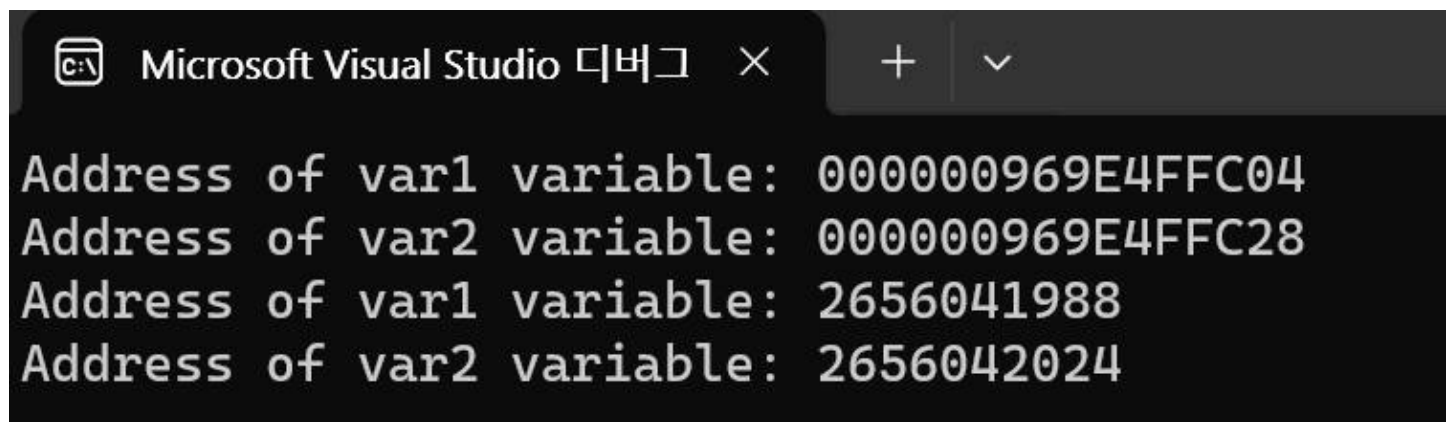


실습 1.

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

```
int main() {  
    int var1;  
    char var2[10];  
    // %u: 부호없는 10진수로 출력, %p: 포인터의 주소를 출력  
    printf("Address of var1 variable: %p\n", &var1);  
    printf("Address of var2 variable: %p\n", &var2);  
  
    printf("Address of var1 variable: %u\n", &var1);  
    printf("Address of var2 variable: %u\n", &var2);  
  
    return 0;  
}
```

실습 1 실행 화면.



The screenshot shows the Microsoft Visual Studio 디버그 (Debug) window. The title bar includes the Visual Studio icon, the text 'Microsoft Visual Studio 디버그', and window control buttons. The console output displays the addresses of variables var1 and var2 using both pointer (%p) and unsigned integer (%u) format specifiers.

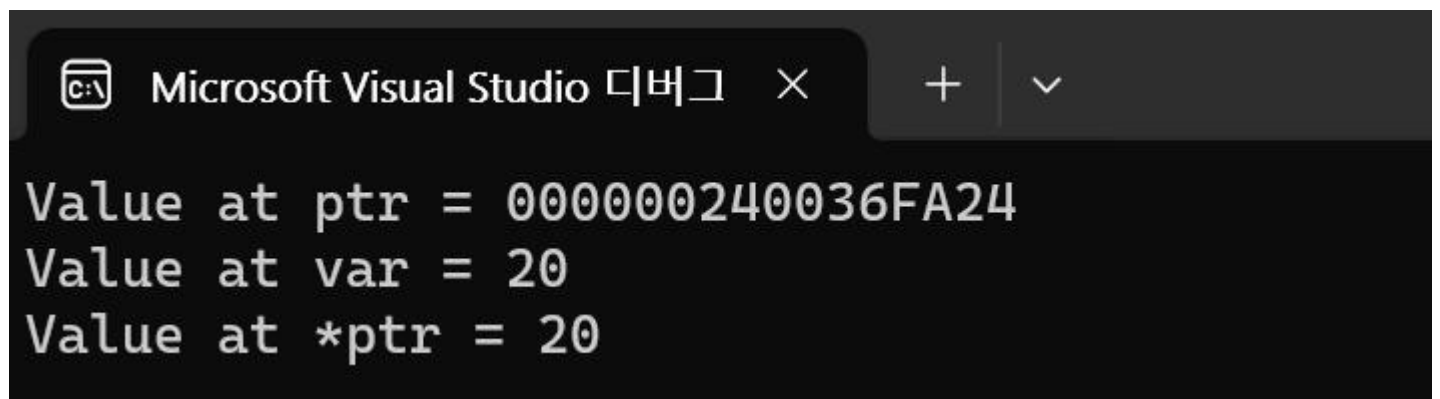
```
Address of var1 variable: 000000969E4FFC04  
Address of var2 variable: 000000969E4FFC28  
Address of var1 variable: 2656041988  
Address of var2 variable: 2656042024
```

실습 2.

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

```
int main() {  
    int var = 20;  
    //declare pointer variable  
    int* ptr;  
  
    // note that data type of ptr and var must be same  
    ptr = &var;  
  
    // assign the address of a vatiabile to a pointer  
    printf("Value at ptr = %p \n", ptr);  
    printf("Value at var = %d \n", var);  
    printf("Value at *ptr = %d \n", *ptr);  
  
    return 0;  
}
```

실습 2 실행 화면.



The screenshot shows the Microsoft Visual Studio debugger's output window. The title bar reads "Microsoft Visual Studio 디버거" with a close button. The output text is as follows:

```
Value at ptr = 000000240036FA24  
Value at var = 20  
Value at *ptr = 20
```

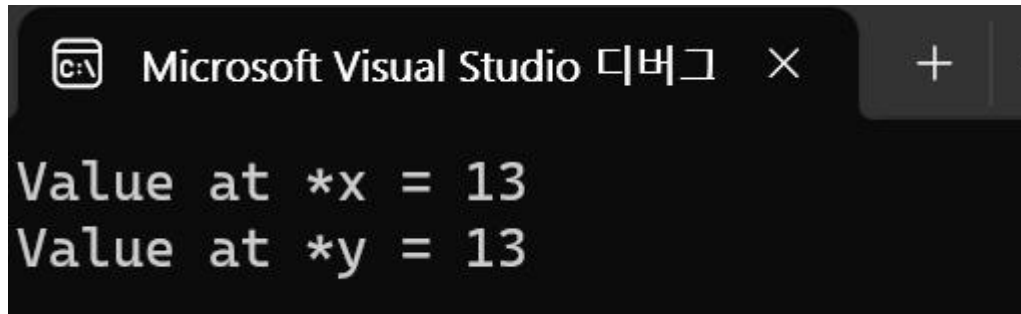
실습 3.

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

```
#include <stdlib.h>
```

```
int main() {  
    int* x; // Allocate the pointers x and y  
    int* y; // (but not the pointees)  
  
    x = malloc(sizeof(int)); // Allocate an in pointee,  
    // and set x to point to it  
  
    *x = 42; // Dereference x to store 42 in its pointee  
    // *y = 13; // CRASH -- y does not have a pointee yet  
    y = x; // Pointer assignment sets y to point to x's pointee  
    *y = 13; // Dereference y to store 13 in its (shared) pointee  
  
    printf("Value at *x = %d \n", *x);  
    printf("Value at *y = %d \n", *y);  
  
    return 0;  
}
```

실습 3 실행 화면.

A screenshot of the Microsoft Visual Studio debugger window. The window title is "Microsoft Visual Studio 디버거". The output window shows two lines of text: "Value at *x = 13" and "Value at *y = 13".

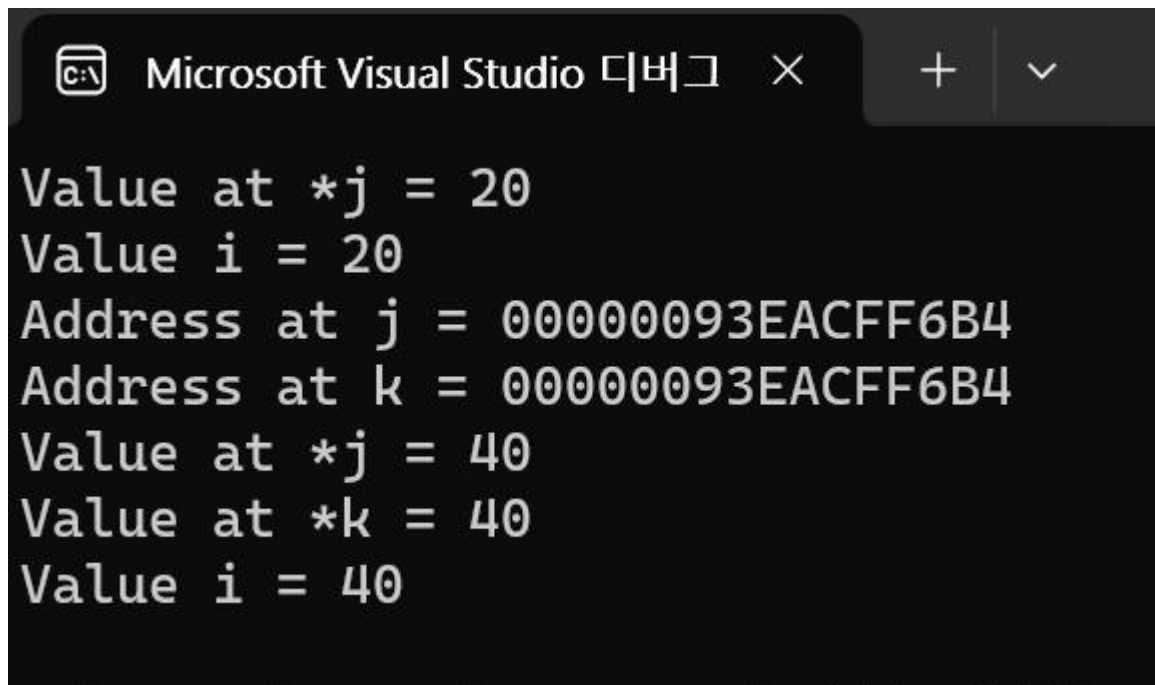
```
Microsoft Visual Studio 디버거 × +  
Value at *x = 13  
Value at *y = 13
```

실습 4.

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

```
int main() {  
    int i = 10;  
    int* j = &i;  
    int* k;  
  
    /* Assign to what j points to: */  
    *j = 20; /* Now i is 20. */  
    printf("Value at *j = %d \n", *j);  
    printf("Value i = %d \n", i);  
    printf("Address at j = %p \n", j);  
  
    /* Assign j to k: */  
    k = j; /* Now k points to i too. */  
    printf("Address at k = %p \n", k);  
  
    /* Assign to what j points to: */  
    *j = *k + i; /* Now i is 40. */  
    printf("Value at *j = %d \n", *j);  
    printf("Value at *k = %d \n", *k);  
    printf("Value i = %d \n", i);  
  
    return 0;  
}
```

실습 4 실행 화면.



```
Value at *j = 20  
Value i = 20  
Address at j = 00000093EACFF6B4  
Address at k = 00000093EACFF6B4  
Value at *j = 40  
Value at *k = 40  
Value i = 40
```

실습 5.

#include <stdio.h>

```
int main() {
    int* pc, c;

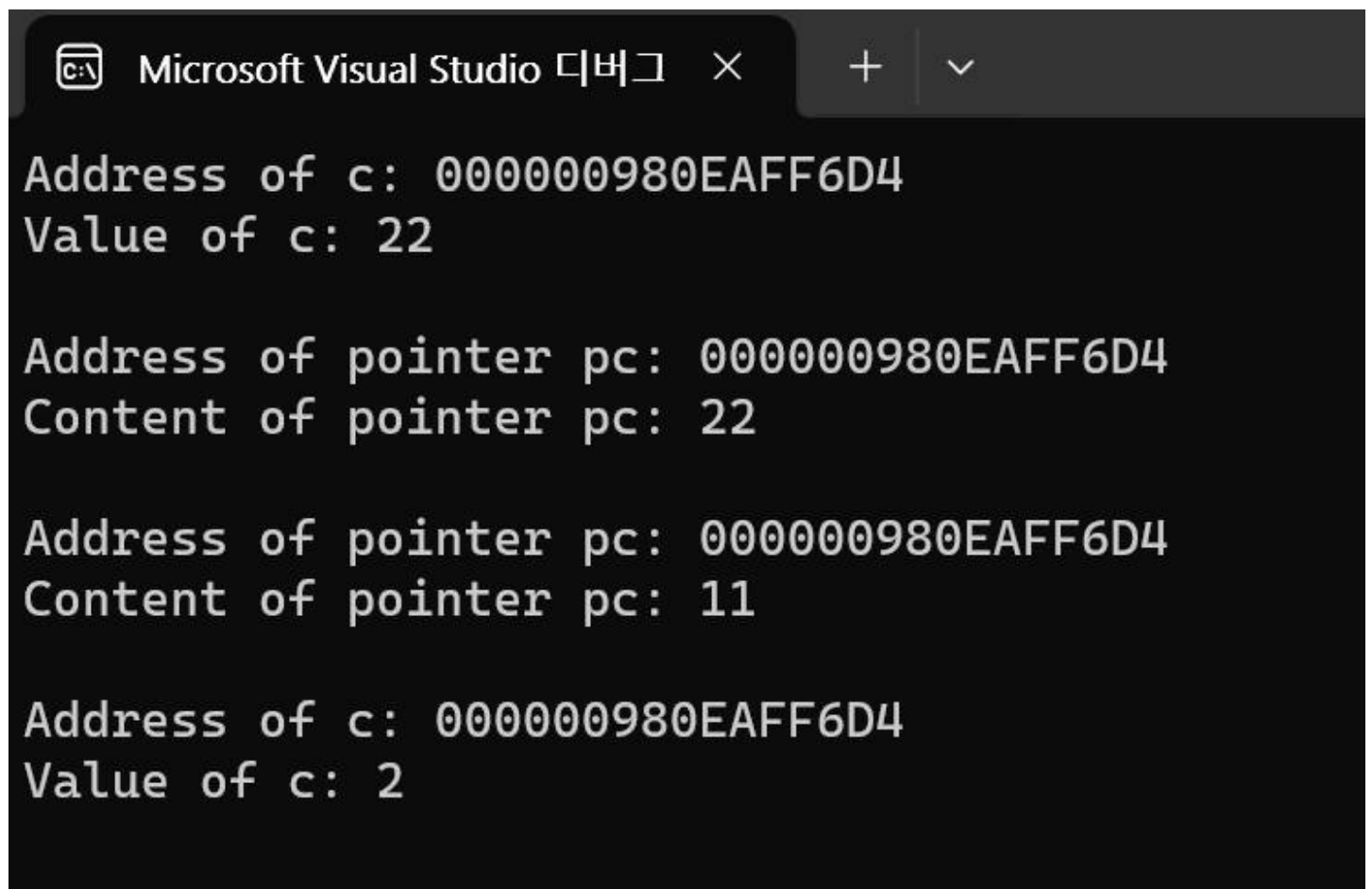
    c = 22;
    printf("Address of c: %p\n", &c);
    printf("Value of c: %d\n\n", c); // 22

    pc = &c;
    printf("Address of pointer pc: %p\n", pc);
    printf("Content of pointer pc: %d\n\n", *pc); // 22

    c = 11;
    printf("Address of pointer pc: %p\n", pc);
    printf("Content of pointer pc: %d\n\n", *pc); // 11

    *pc = 2;
    printf("Address of c: %p\n", &c);
    printf("Value of c: %d\n\n", c); // 2
    return 0;
}
```

실습 5 실행 화면.



```
Microsoft Visual Studio 디버그 × + ▾

Address of c: 000000980EAF6D4
Value of c: 22

Address of pointer pc: 000000980EAF6D4
Content of pointer pc: 22

Address of pointer pc: 000000980EAF6D4
Content of pointer pc: 11

Address of c: 000000980EAF6D4
Value of c: 2
```

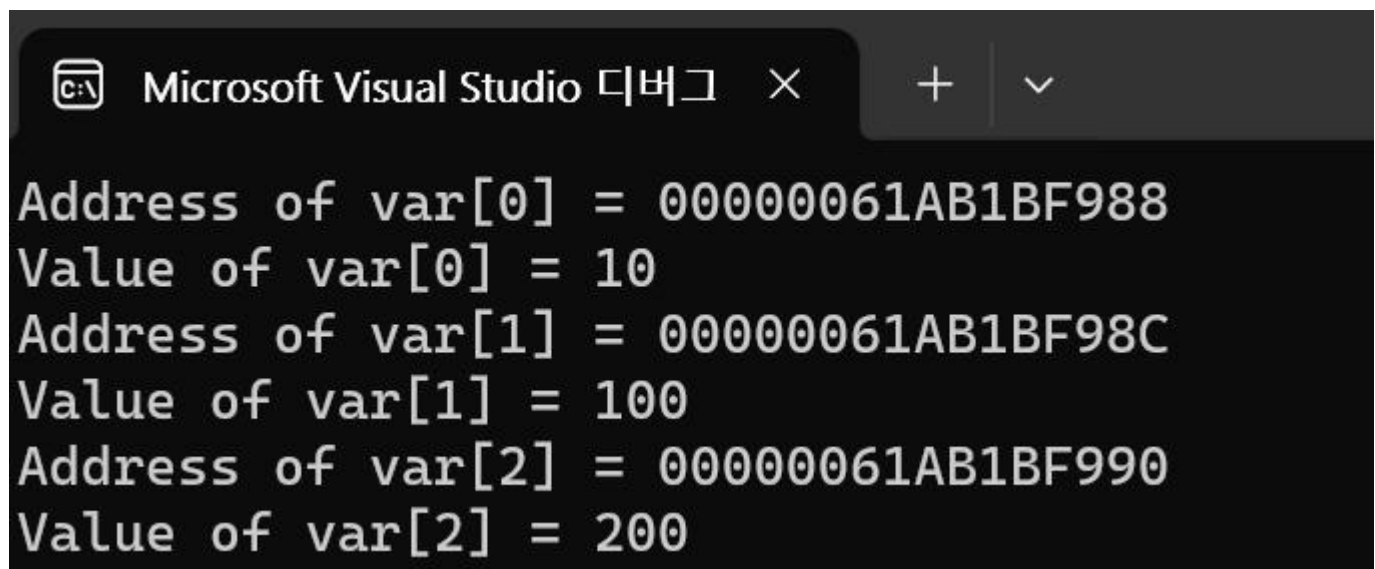
실습 6.

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

```
const int MAX = 3;
```

```
int main() {  
    int var[] = { 10, 100, 200 };  
    int i, * ptr;  
  
    /* let us have array address in pointer */  
    ptr = var;  
  
    for (i = 0; i < MAX; i++) {  
        printf("Address of var[%d] = %p\n", i, ptr);  
        printf("Value of var[%d] = %d\n", i, *ptr);  
        /* move to the next location */  
        ptr++;  
    }  
    return 0;  
}
```

실습 6 실행 화면.



```
Microsoft Visual Studio 디버그 × + ∨  
Address of var[0] = 00000061AB1BF988  
Value of var[0] = 10  
Address of var[1] = 00000061AB1BF98C  
Value of var[1] = 100  
Address of var[2] = 00000061AB1BF990  
Value of var[2] = 200
```

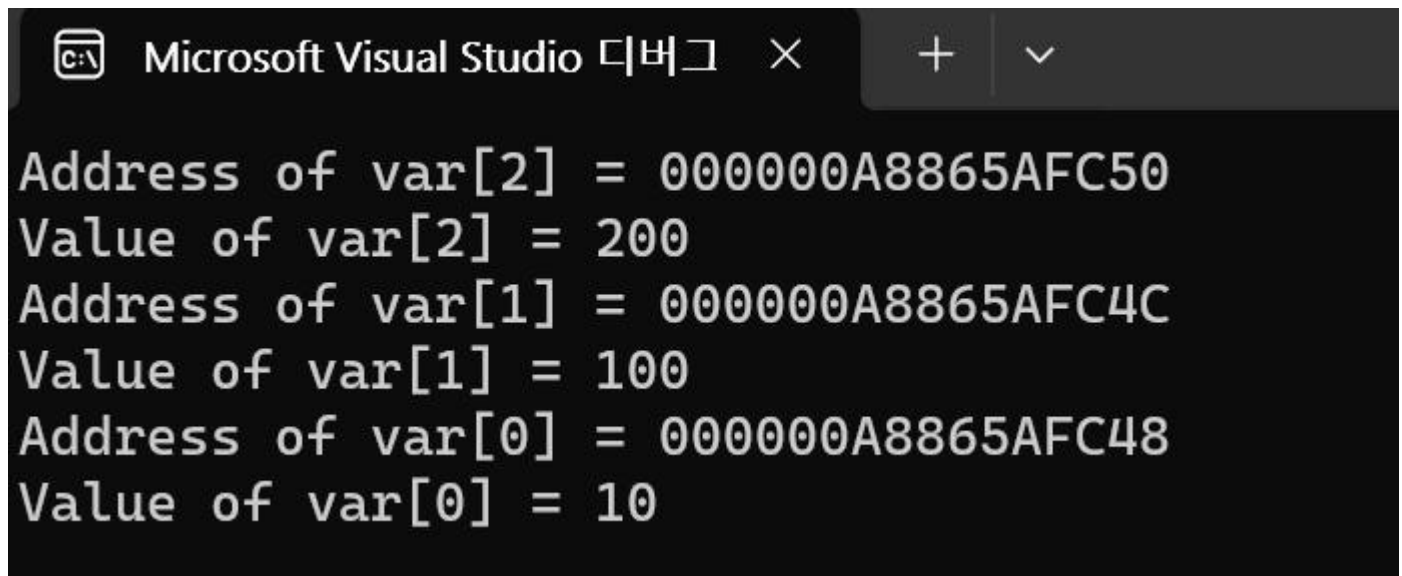
실습 7.

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

```
const int MAX = 3;
```

```
int main() {  
    int var[] = { 10, 100, 200 };  
    int i, * ptr;  
  
    /* let us have array address in pointer */  
    ptr = &var[MAX - 1];  
  
    for (i = MAX; i > 0; i--) {  
        printf("Address of var[%d] = %p\n", i - 1, ptr);  
        printf("Value of var[%d] = %d\n", i - 1, *ptr);  
        /* move to the previous location */  
        ptr--;  
    }  
    return 0;  
}
```

실습 7 실행 화면.



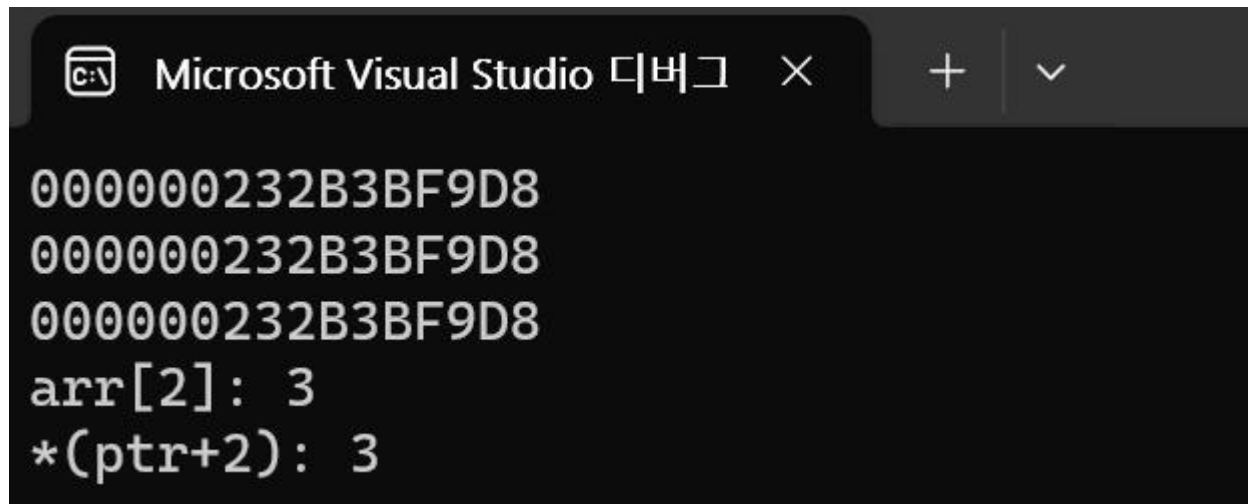
```
Microsoft Visual Studio 디버그 × + ▾  
  
Address of var[2] = 000000A8865AFC50  
Value of var[2] = 200  
Address of var[1] = 000000A8865AFC4C  
Value of var[1] = 100  
Address of var[0] = 000000A8865AFC48  
Value of var[0] = 10
```

실습 9.

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

```
int main() {  
    int arr[5] = { 1, 2, 3, 4, 5 };  
    int* ptr = arr;  
  
    printf("%p\n", ptr);  
    printf("%p\n", arr);  
    printf("%p\n", &arr[0]);  
  
    printf("arr[2]: %d\n", arr[2]);  
    printf("*(ptr+2): %d\n", *(ptr + 2));  
  
    return 0;  
}
```

실습 9 실행 화면.



The screenshot shows the Microsoft Visual Studio debug console. The title bar reads "Microsoft Visual Studio 디버그" with a close button. The console output displays three memory addresses (000000232B3BF9D8) for ptr, arr, and &arr[0], followed by the values of arr[2] and *(ptr+2), both of which are 3.

```
000000232B3BF9D8  
000000232B3BF9D8  
000000232B3BF9D8  
arr[2]: 3  
*(ptr+2): 3
```


실습 11.

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

```
#define N 4
```

```
void print_arr(int* arr); // void print_arr(int arr[N]);
```

```
void percentage(int* arr); // void percentage(int arr[N]);
```

```
int main() {
    int count[N] = { 42, 37, 83, 33 };
    printf("인원수: ");
    print_arr(count); // count 배열을 전달해 출력하기
    percentage(count); // count 배열을 전달해 백분율로 변환하기
    printf("\n백분율: ");
    print_arr(count); // count 배열을 전달해 출력하기

    return 0;
}
```

```
void print_arr(int* arr) { // void print_arr(int arr[N]);
```

```
    int i;
```

```
    for (i = 0; i < N; i++)
```

```
        printf("%3d", *(arr + i));
```

```
}
```

```
void percentage(int* arr) { // void percentage(int arr[N]);
```

```
    int i, total = 0;
```

```
    for (i = 0; i < N; i++)
```

```
        total += *(arr + i);
```

```
    for (i = 0; i < N; i++)
```

```
        *(arr + i) = (int)((double)*(arr + i) / total * 100);
```

```
    // arr[i] = (int) ((double) arr[i] / total * 100);
```

```
}
```

실습 11 실행 화면.

