

- 1. Write code that creates and sets int pointer variables a, b, c, d, e, and f to show each of the possibilities below. Include other variable definitions, when appropriate:
- a) a pointer to a single automatic integer variable
- b) a pointer to an automatic array of integers
- c) a null pointer
- d) a pointer to garbage
- e) a pointer to a single integer object on heap
- f) a pointer to a dynamic array of integers
- 2. What does the following code print?

```
double a = 1000;
double b = 2000;
double* p = &a;
double* q = p;
b = *q;
p = &b;
a = *p + *q;
cout << a << " " << b << endl;</pre>
```

First, use this table to show how values of variables change as instructions execute. Use the **address-of** operator to show values of pointer variables:

a	b	р	đ

 Write a function that checks whether all elements in a two-dimensional array have the s const int COLUMNS = 3; 	ame value.
<pre>bool all_values_identical(int values[][COLUMNS], int rows) {</pre>	
}	
4. Write a code snippet that will use an array of pointers and dynamic memory (remember after you are done) to initialize a triangular array of integers with side 4, assign zero to all el	
print them out like this:	cincino, and
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