Assignment

1. Define a function that takes a character array ca as an argument. Inside the function, print out the values of &ca and &(ca[0]) and &(ca[1]).

```
&ca = 0x7fff4995b528
&(ca[0]) = 0x7fff4995b543
&(ca[1]) = 0x7fff4995b544
```

2. Define another function that takes a character pointer pa as an argument. Inside the function, print out the values of &pa and &(pa[0]) and &(pa[1]) and ++pa.

```
&pa = 0x7ffccefc0948
&(pa[0]) = 0x7ffccefc0973
&(pa[1]) = 0x7ffccefc0974
++pa = 0x7ffccefc0974
```

3. Set up a global character array ga and initialize it with the letters of the alphabet. Call the two functions using this global as the parameter. Compare the values that you print out.

```
&ca = 0x7fff91ab2b88
&(ca[0]) = 0x561ec30a3010
&(ca[1]) = 0x561ec30a3011
&pa = 0x7fff91ab2b88
&(pa[0]) = 0x561ec30a3010
&(pa[1]) = 0x561ec30a3011
++pa = 0x561ec30a3011
```

&ca and &pa are the same.
&(ca[0]) and &(pa[0]) are the same.
&(ca[1]) &(pa[1]) and the are the same.

&(ca[1]), &(pa[1]), and ++pa are the same.

- 4. In the main routine, print out the values of &ga and &(ga[0]) and &(ga[1]). See problem 5.
- 5. Before running your program, write down which values you expect to match, and why. Account for any discrepancies between your expected answers and observed results.

&ga will differ from &ca and &pa because &ca and &pa are local to the functions they are located in.

&ga and &(ga[0]) will match &(ca[0]) and &(pa[0]) because the contents of the arrays are the same.

&(ga[1]) will match &(ca[1]), &(pa[1]) and ++pa because the contents of the arrays are the same.

```
&ca = 0x7fff1015b928
&(ca[0]) = 0x557f4f740010
```

&(ca[1]) = 0x557f4f740011

pa = 0x7fff1015b928

&(pa[0]) = 0x557f4f740010

&(pa[1]) = 0x557f4f740011

++pa = 0x557f4f740011

&ga = 0x557f4f740010

&(ga[0]) = 0x557f4f740010

&(ga[1]) = 0x557f4f740011