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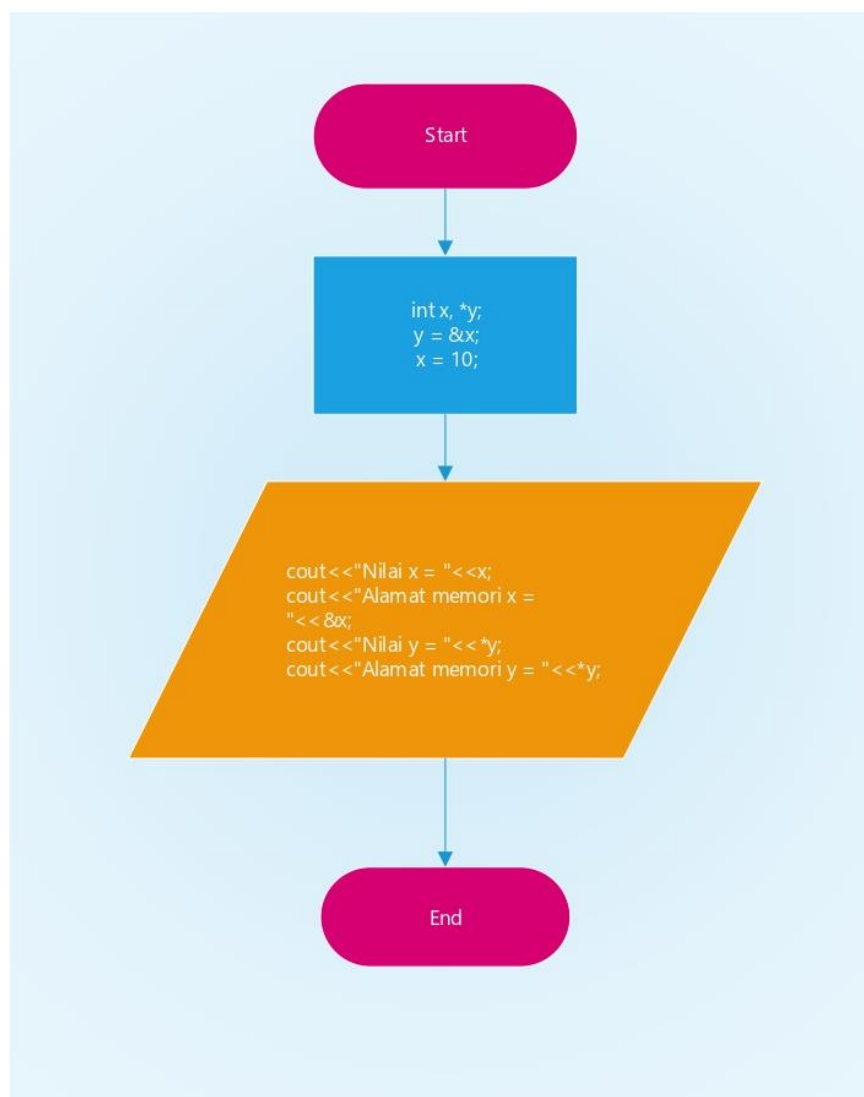
Kelas : 02TPLP023

Tugas : Algoritma II – Pertemuan 4 - Tugas Terstruktur

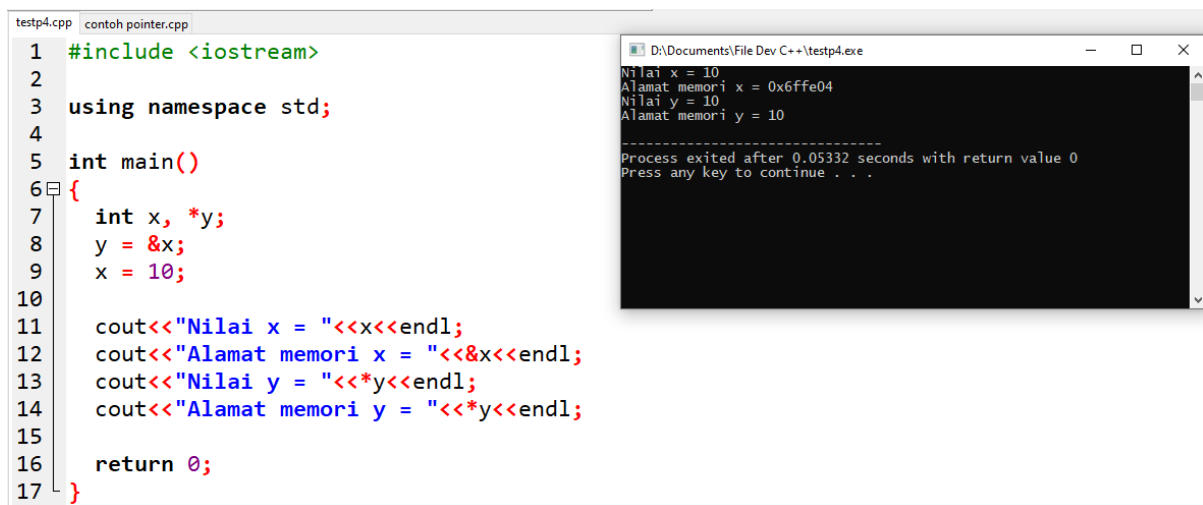
Algoritma:

1. Deklarasi variabel:
`int x, *y;`
2. Isi nilai variabel:
`y = &x;`
`x = 10;`
3. Tampilkan isi variabel

Flowchart:



Contoh Program:



The image shows a C++ program in a code editor and its execution output in a console window. The code defines two integer variables, x and y, both initialized to 10. It then prints the values of x and y, along with their memory addresses. The output shows that both variables have the same memory address, 0x6ffe04, which is a result of stack overflow where the second variable overwrote the first.

```
testp4.cpp  contoh pointer.cpp
1  #include <iostream>
2
3  using namespace std;
4
5  int main()
6  {
7      int x, *y;
8      y = &x;
9      x = 10;
10
11     cout<<"Nilai x = "<<x<<endl;
12     cout<<"Alamat memori x = "<<&x<<endl;
13     cout<<"Nilai y = "<<*y<<endl;
14     cout<<"Alamat memori y = "<<*y<<endl;
15
16     return 0;
17 }
```

```
D:\Documents\File Dev C++\testp4.exe
Nilai x = 10
Alamat memori x = 0x6ffe04
Nilai y = 10
Alamat memori y = 10
-----
Process exited after 0.05332 seconds with return value 0
Press any key to continue . . .
```