Practise Problems

Q1: Modify this program to do 3*3 matrix multiplication with a vector. You can choose any values for your matrix and vector.

```c
#include <stdio.h>
int main( ) {
	int stud[5][2]={
		{1234,56},
		{1212,33},
		{1434,80},
		{1312,78},
		{1203,75}
	};
	int i,j;

	for(i=0;i<=4;i++){
		printf("\n");
		for(j=0;j<=1;j++){
			printf("%d ",*(*(stud+i)+j));
		}
	}
	return 0;
}
```

Q2.Modify this program to make a pointer to a pointer to a pointer

```c
//Program 3

//This program uses a pointer to a pointer

#include <stdio.h>
int main( ) {
  int i=3;
  int*j; //pointer
  int **k; //pointer to a pointer
  j=&i;
  k=&j;
  printf("\nAddress of i=%u",&i);
  printf("\nAddress of i=%u",j);
  printf("\nAddress of i=%u",*k);
  printf("\nAddress of j=%u",&j);
  printf("\nAddress of j=%u",k);
  printf("\nAddress of k=%u",&k);

  printf("\n\nValue of j=%u",j);
  printf("\nValue of k=%u",k);
  printf("\nValue of i=%d",i);
  printf("\nValue of i=%d",*(&i)asd);
  printf("\nValue of i=%d",*j);
  printf("\nValue of i=%d",**k);
  return 0;
}
```