Supervision 1

Lecture 1

- 1 'a' can be used to represent and char and "a" represents a string in C.
- 2 The for loop will terminate after 10 loops, when i == 10. j was never defined so cannot be incremented.
- 3 Please see code (bubble sort int())
- 4 Please see code (bubble_sort_str()) (This doesn't print anything?)

Lecture 2

- 1 Please see bubblesort.c file
- 3 Please see bubblesort.c #define
- 4 Assuming v and w are arrays containing the same data type, it will work since each argument is just a (pointer?) to an item in an array
- 5 Please see code (commented out in file bubblesort.c)
- 6 (My solution taken from online accounts for p==q), but if it didn't account for this case, then

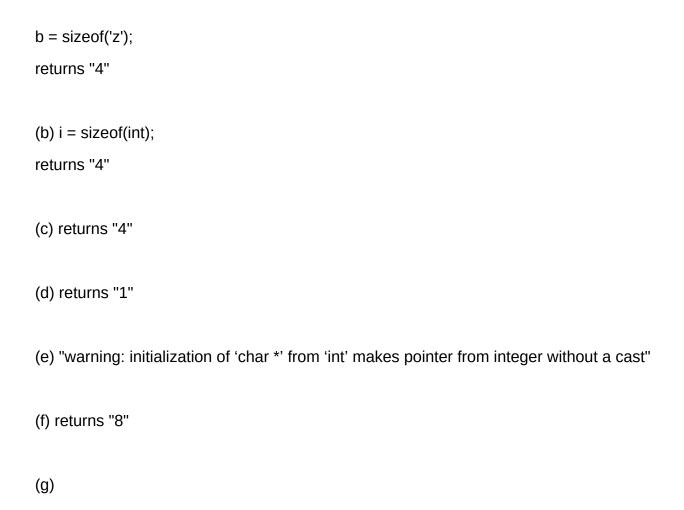
```
*p = *p + *q; *p = 2 *p
*q = *p - *q; *p = 0;
```

p = p - q

Hence we lose the values we wanted to store as *p gets set to 0.

Lectures 3 & 4

- 1 p[-2] takes you back two memory addresses. This is legal when p isn't the zero pointer value.
- 5 (wasn't sure how to avoid casting to int?)
- (a) int b;



Supervision 1 2