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;

b = sizeof('z');

returns "4"

(b) i = sizeof(int);

returns "4"

(c) returns "4"

(d) returns "1"

(e) "warning: initialization of ‘char *’ from ‘int’ makes pointer from integer without a cast"

(f) returns "8"

(g)