alloc1 実行結果

sample103-1.c

code

```
        #include <stdio.h>
        #include <stdlib.h>

        int main(void)
        {
            char *str;
            int num, i;

            printf("num > ");
            scanf("%d", &num);

            str = (char *)malloc(sizeof(char)*(num+1));
            if(str==NULL) {
                printf("not allocated.\n");
                return 1;
            }

            for(i=0; i<num; i++) {
                *(str+i) = 'a';
            }
            *(str+i) = '\0';
            printf("str: %s\n", str);

            free(str);

            return 0;
        }
```

Test 1 passed

入力:

```
10
```

出力:

```
num > str: aaaaaaaaaa
```

Test 2 passed

入力:

```
5
```

出力:

```
num > str: aaaaa
```

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- Passed: 2
- Failed: 0

sample103-2.c

code

```c
#include <stdio.h>

void show_range(int *ptr, int s, int e);

void show_range(int *ptr, int s, int e)
{
    int i;
    for(i=s; i<=e; i++) {
        printf("*ptr+%d: %d, ptr+%d: %p\n", i, *(ptr+i), i, ptr+i);
    }
}

int main(void)
{
    int test[5] = {80, 60, 55, 22, 75};
    printf("---show_range(test, 2, 4)---\n");
    show_range(test, 2, 4);
    printf("---show_range(test, 1, 3)---\n");
    show_range(test, 1, 3);
    return 0;
}
```

Test passed

入力:

```

```

出力:

```
---show_range(test, 2, 4)---
*ptr+2: 55, ptr+2: 0x7ffcbc4db0b8
*ptr+3: 22, ptr+3: 0x7ffcbc4db0bc
*ptr+4: 75, ptr+4: 0x7ffcbc4db0c0
---show_range(test, 1, 3)---
*ptr+1: 60, ptr+1: 0x7ffcbc4db0b4
*ptr+2: 55, ptr+2: 0x7ffcbc4db0b8
*ptr+3: 22, ptr+3: 0x7ffcbc4db0bc
```

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- Passed: 1
- Failed: 0