alloc1 実行結果

01_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++) {</pre>
       *(str+i) = 'a';
   *(str+i) = '\0';
   printf("str: %s\n", str);
    free(str);
    return 0;
```

result

Test 0 passed

入力:

```
10
```

出力:

```
num > str: aaaaaaaaaa
```

Test 1 passed

入力:

```
5
```

出力:

```
num > str: aaaaa
```

02_sample103-2.c

code

```
#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;
}</pre>
```

result

Test 0 passed

入力:

出力:

```
---show_range(test, 2, 4)---
*ptr+2: 55, ptr+2: 0x7ffd76dcff58
*ptr+3: 22, ptr+3: 0x7ffd76dcff5c
*ptr+4: 75, ptr+4: 0x7ffd76dcff60
---show_range(test, 1, 3)---
*ptr+1: 60, ptr+1: 0x7ffd76dcff54
*ptr+2: 55, ptr+2: 0x7ffd76dcff58
```

03_prog3-1.c

code

```
#include <stdio.h>
#include <stdlib.h>
int main() {
   int *array;
    int num, i;
    printf("num > ");
    scanf("%d", &num);
    array = (int *)malloc(num * sizeof(int));
    if (array == NULL) {
        printf("Memory allocation failed\n");
        return 1;
    for (i = 0; i < num; i++) {
        array[i] = 7;
    for (i = 0; i < num; i++) {</pre>
        printf("%d ", array[i]);
    printf("\n");
    free(array);
    return 0;
}
```

result

Test 0 passed

入力:

```
5
```

出力:

```
num > 7 7 7 7
```

Test 1 passed

入力:

```
10
```

```
num > 7 7 7 7 7 7 7 7 7 7
```

04_prog3-2.c

code

```
#include <stdio.h>
#include <stdlib.h>
char *make_string();
int main(void)
   char *mystr;
   mystr = make_string();
   printf("mystr: %s\n", mystr);
   free(mystr);
    return 0;
char *make_string()
   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 NULL;
   for(i=0; i<num; i++) {</pre>
        *(str+i) = 'a';
    *(str+i) = '\0';
   return str;
```

result

Test 0 passed

入力:

```
8
```

出力:

```
num > mystr: aaaaaaaa
```

Test 1 passed

入力:

```
3
```

出力:

```
num > mystr: aaa
```

05_prog3-3.c

code

```
#include <stdio.h>
#include <stdlib.h>
int *make_even(int num);
int main(void)
   int i;
   int *array;
   printf("---make_even(7)---\n");
   array = make_even(7);
   for(i=0; i<7; i++) {</pre>
   printf("%d ", *(array+i));
   printf("\n");
    free(array);
   printf("---make_even(10)---\n");
   array = make_even(10);
   for(i=0; i<10; i++) {</pre>
   printf("%d ", *(array+i));
   printf("\n");
   free(array);
   return 0;
int *make_even(int num)
   int i;
   int *array;
   array = (int *)malloc(sizeof(int) * num);
   if(array == NULL) {
       printf("メモリの確保に失敗しました\n");
        exit(1);
```

```
}
for(i=0; i<num; i++) {
    *(array+i) = i * 2;
}
return array;
}</pre>
```

result

Test 0 passed

入力:

出力:

```
---make_even(7)---
0 2 4 6 8 10 12
---make_even(10)---
0 2 4 6 8 10 12 14 16 18
```

06_prog3-4.c

code

```
#include <stdio.h>
#include <stdlib.h>
char *fill_alpha(int num);
int main(void)
   char *mystr;
   printf("---fill_alpha(5)---\n");
   mystr = fill_alpha(5);
   printf("mystr: %s\n", mystr);
   free(mystr);
   printf("---fill_alpha(20)---\n");
   mystr = fill_alpha(20);
   printf("mystr: %s\n", mystr);
    free(mystr);
    return 0;
char *fill_alpha(int num)
   char *str;
   int i;
   str = (char *)malloc(sizeof(char) * (num + 1));
   if (str == NULL) {
```

```
printf("メモリの確保に失敗しました\n");
exit(1);
}
for (i = 0; i < num; i++) {
str[i] = 'a' + i;
}
str[num] = '\0';
return str;
}
```

result

Test 0 passed

入力:

出力:

```
---fill_alpha(5)---
mystr: abcde
---fill_alpha(20)---
mystr: abcdefghijklmnopqrst
```