

Program / Program segment		Output/error
1	<pre> int num1, num2=10; float f1=2.5; float * fptr; int * iptr; iptr = &amp;num2; *iptr = 50; fptr = &amp; f1; num1 = num2 + *iptr * *fptr; cout &lt;&lt; num1 &lt;&lt; endl; </pre>	
2	<pre> void doSomething(int a[], int size) {     int * p; int i=size-1;     for (int* p=a+(size-1);p &gt;= a; p--)     {         *p = *(p-i);         i--;     } }  int main() {     int arr[5] = {8,2,7,4,9};     doSomething(arr,5);     for(int i=0;i&lt;5;i++)         cout&lt;&lt;arr[i]&lt;&lt;endl;     return 0; } </pre>	
3	<pre> int* doMagic(int *p, int*q) {     int *t = new int();     t = p;     p = q;     q = t;     return t; }  int main() {     int p = 5, q = 10;     int *t = NULL;     t=doMagic(&amp;p,&amp;q);     cout&lt;&lt;"p="&lt;&lt;p&lt;&lt;endl;     cout&lt;&lt;"q="&lt;&lt;q&lt;&lt;endl;     cout&lt;&lt;"t="&lt;&lt;*t&lt;&lt;endl;     return 0; } </pre>	
4	<pre> int arr[5] = {1,2,3,4,5}; int* arrptr = arr; if (arr &lt; (arrptr+2))     cout &lt;&lt; "True"; else     cout &lt;&lt; "False"; if (&amp;arr[4] &lt; &amp;arr[1])     cout &lt;&lt; "True"; else     cout &lt;&lt; "False"; </pre>	
5	<pre> const int i = 20; const int* const ptr = &amp;i; (*ptr)++; int j = 15; ptr = &amp;j; cout &lt;&lt; i; </pre>	
6	<pre> char a[] = { 'A', 'B', 'C', 'D' }; char* ppp = &amp;a[1];  *ppp++; cout &lt;&lt; *ppp++; cout &lt;&lt; ++*ppp; </pre>	
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<pre>int i = 5, *j; j = &amp;i; cout &lt;&lt; i * *j * i + *j;</pre>	
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**(B)**

	Program / Program segment	Output/error
1	<pre> int num2=20, num1=30; float f1=3.5; float * fptr; int * iptr; iptr = &amp;num2; *iptr += 70; fptr = &amp; f1; num1 = num2 + *iptr * *fptr; cout &lt;&lt; "num1 = " &lt;&lt; num1 &lt;&lt; endl; </pre>	
2	<pre> void doSomething(int a[], int size) {     int * p; int i=0;     for (int* p=a;p &lt; a+size; p++)     {         *p = *(p-i);         i++;     } } int main() {     int arr[5] = {1,2,3,4,5};     doSomething(arr,5);     for(int i=0;i&lt;5;i++)         cout&lt;&lt;arr[i]&lt;&lt;endl;     return 0; } </pre>	
3	<pre> int* doMagic( int *p, int *q) {     int *t = new int();     *t = *p;     *p = *q;     *q = *t;     return t; } int main() {     int p = 5, q = 10;     int *t = NULL;     t=doMagic(&amp;p,&amp;q);     cout&lt;&lt;"p="&lt;&lt;p&lt;&lt;endl;     cout&lt;&lt;"q="&lt;&lt;q&lt;&lt;endl;     cout&lt;&lt;"t="&lt;&lt;*t&lt;&lt;endl;     return 0; } </pre>	
4	<pre> int arr[5] = {1,2,3,4,5}; int* arrptr = arr; if (arrptr != &amp;arr[2])     cout &lt;&lt; "True"; else     cout &lt;&lt; "False"; if (arr != &amp;arrptr[0])     cout &lt;&lt; "True"; else     cout &lt;&lt; "False"; </pre>	
5	<pre> const int k = 50; const int* const ptr = &amp;k; (*ptr)++; int m = 5; ptr = &amp;m; cout &lt;&lt; k; </pre>	
6	<pre> char a[] = { 'B', 'C', 'D', 'A' }; char* ppp = &amp;a[2]; *++ppp; cout &lt;&lt; ++*ppp; cout &lt;&lt; *--ppp; </pre>	

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int i = 6, *j;  
j = &i;  
cout << i * *j * i + *j;
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Program segment		Output/error
1	<pre> int num1=60, num2=80; float f1=2.5; float * fptr; int * iptr; iptr = &amp;num1; *iptr -= 50; fptr = &amp; f1; num1 = num2 + *iptr * *fptr; cout &lt;&lt; num1 &lt;&lt; endl; </pre>	
2	<pre> void doSomething(int a[], int size) {     int * p=a;     for (int i =0;i &lt; size; i++)     {         *(a+i) = *(p-i);         p++;     } }  int main() {     int arr[5] = {5,4,3,2,1};     doSomething(arr,5);     for(int i=0;i&lt;5;i++)         cout&lt;&lt;arr[i]&lt;&lt;endl;     return 0; } </pre>	
3	<pre> int* doMagic( int *p, int *q) {     int *t = new int();     *t = *p;     *p = *q;     q = t;     return t; }  int main() {     int p = 5, q = 10;     int *t = NULL;     t=doMagic(&amp;p,&amp;q);     cout&lt;&lt;"p="&lt;&lt;p&lt;&lt;endl;     cout&lt;&lt;"q="&lt;&lt;q&lt;&lt;endl;     cout&lt;&lt;"t="&lt;&lt;*t&lt;&lt;endl;     return 0; } </pre>	
4	<pre> int arr[5] = {1,2,3,4,5}; int* arrptr = arr; if (arr[0] &gt;= *(arrptr+2))     cout &lt;&lt; "True"; else     cout &lt;&lt; "False"; if (&amp;arr[1] &lt; &amp;arrptr[4])     cout &lt;&lt; "True"; else     cout &lt;&lt; "False"; </pre>	
5	<pre> const int x = 150; const int* const ptr = &amp;x; *ptr++; int y = 15; ptr = &amp;y; cout &lt;&lt; *ptr; </pre>	
6	<pre> char a[] = { 'A', 'B', 'C', 'D' }; char* ppp = &amp;a[0]; *ppp++; cout &lt;&lt; *++ppp; cout &lt;&lt; --*ppp; </pre>	
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<pre>int i = 4, *j; j = &amp;i; cout &lt;&lt; i * *j * i + *j;</pre>	
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