

Numer indeksu

(5 pkt) Narysuj stan pamięci programu:

<p>Program A:</p> <pre>1 int f(int x) { 2 char y[10]; 3 int * z = new int; 4 (*z) = 555; 5 int o = (*z); 6 delete z; 7 return o; 8 } 9 10 int main() 11 { 12 int a, b; 13 a = f(1); 14 char c[5]; 15 b = f(2); 16 return 0; 17 }</pre>	<p>Program B:</p> <pre>1 void f(char x[5]) { 2 // nothing 3 // nothing 4 int y = 10; 5 y = 10 * sizeof(x); 6 } 7 8 int main() { 9 char t[5] = "abc"; 10 for (int i = 0; i < 3; ++i) { 11 f(t); 12 } 13 return 0; 14 }</pre>
<p>Program C:</p> <pre>1 int main() 2 { 3 int x = 0; 4 for (int i = 0; i < 100; ++i) 5 x *= x; 6 } 7 8 return 0;</pre>	<p>Program D:</p> <pre>1 int main() 2 { 3 for (int i = 0; i < 100; ++i) { 4 int x = x * i; 5 std::cout << x << std::endl; 6 } 7 return 0; 8 } 9</pre>
<p>Program E:</p> <pre>1 int g(int x) { 2 g(x); 3 } 4 5 int main() 6 { 7 return g(1); 8 } 9</pre>	<p>Program F:</p> <pre>1 struct X { int a; char b[7]; int c[2]; }; 2 3 void f(X * pt) { 4 (*pt).a = 66; 5 } 6 7 void g(X t) { 8 t.a = 66; 9 } 10 11 int main() 12 { 13 X * a = new X(); 14 f(a); 15 delete a; 16 int * b = new int; 17 X c = { 1, "abbbcd", {1,2} }; 18 return 0; 19 } 20</pre>