Assignment 1

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1 PROBLEM

Consider the following C program

```
#include <stdio.h>

struct OurNode
{
    char x, y, z;
};

int main()
{
    struct OurNode p = {'0', '1', 'a' + 2};
    struct OurNode *q = &p;
    printf("%c,%c \n", *((char *)q + 1), *((char
        *)q + 2));
}
```

The output of the following program is

2 SOLUTION

In the code, We are defining a new structure using struct.

```
struct OurNode
{
    char x, y, z;
};
```

A struct is a composite data type (or record) declaration that defines a physically grouped list of variables under one name in a block of memory, allowing the different variables to be accessed via a single pointer or by the struct declared name which returns the same address.

As part of code the data types defined in the struct are same(char). So we can also assume this as a char array of size 3 in a single continuous block of memory.

Initially we created a variable p using the struct and put three chars $'0','1','a' + 2$ as its field variables.

```
struct OurNode p = {'0', '1', 'a' + 2};
```

Since the field members of the struct are chars, $'a'+2$ is stored as char $'c'$.

Then we are creating a new pointer q and assigning it the address of previously created struct p. So new pointer q stores the address of the first element in struct p.

```
struct OurNode *q = &p;
```

Now $q + 1$ points to the address of the second element in struct p and $q + 2$ points to the address of the third element in struct p.

So, now the following printf line prints the element stored at the address $q + 1$ and $q + 2$ in the terminal.

```
printf("%c,%c \n", *((char *)q + 1), *((char *)q
    + 2))
```

The output of the given C program is

```
1,c
```

Since the elements are shown in terminal, no quotation marks are observed even though it is a char element.