A screenshot of a cell phone

Description automatically generated

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Assignment 7:

B. Error: suspicious pointer conversation

Because we haven’t assigned pointer x for any address, so we can’t used \*x = 100 to change the value of the address to 100.

Assignment 8:\*

D.lice ice ce e

Assignment 9:

D.ce

\*s = “peace”, when we print s++ +3 means we print s from the position 3th which is “ce”

Assignment 10:\*

B. 2,15,6,8,10

Assignment 13:

a)\*

Assignment 14:

a)x is a pointer to a string, y is a string

Assignment 15:

d) point to a tye

Because a,b,c are correct.

Assignment 16:

c) int i; double\* dp = &I;

pointer dp and i must be the same type.

Assignment 17:

b) p now points to b

Assignment 18:\*

b)10

arr[] = {&a,&b,&c} so \*arr[1] = b.

Assignment 19:

a)ABCDEFGHIJ

as for ASCII, \*(arr + 0)=arr[0] = 65 which is A,\*(arr + 1)= arr[1] = 66 which is B and so on.

Assignment 20:

a)fg

ptr = Str = “abcdefg” so when ptr += 5, it will cout from the position 5th of ptr.

Assignment 21:

D.All of them

Assignment 23:\*

B.const

Assignment 24:

C. The new operator

Assignment 25:

B. Indirection

Assignment 26:\*

A.sizeof

Assignment 27:

A.Pointer contains an address of a variable

Assignment 28:

C.3

0,NULL,address

Assignment 29:

C.Address operator

Assignment 30:

c.129,a

cho += a means cho += 32 means ch =’A’ = 65 +32 = 97 = ‘a’ (as cho is a reference variable to ch)

\*ptr += ch means a += ‘a’ = 97 means a = 97 + 32 =129 (as \*ptr returns the value of a)

Assignment 31:

d.Compile error

ptr has been defined as a constant pointer so the value of it(i’s address) and I’s value can’t be changed. Therefore (\*ptr)++ and ptr = &j made it error.

Assignment 32:

b. 10, 20, 30, 40, 50,

not A because when it couts num[4]= 50 it also cout “,”

Assignment 33:

c.14

\*arr + 10 = arr[0] + 10 = 4 + 10 =14

Assignment 34:

c. compile error

ra declared as reference but not initiallized

Assignment 35:

2 will be the output because ptr = a means ptr = a[0] so \*(ptr + 1) = a[0+1] = a[1] =2.

Assignment 36:

15 will be the output because \*ptr = &a so \*ptr = \*ptr \* 3 = a \*3 = 5\*3 = 15

Assignment 37:

222 will be the output because (I \* \*j \* I + \*j) = 6\*6\*6 +6 = 222 (\* j = &I = 6).

Assignment 38:

X = 20, &x =500, y = &x = 500;

Z = y = 500, \*y++ = \*(y+1) = 504 ( next address to x’s address) ;

\*z++ = \*(z+1) = 504; x++ = 21.

So the output will be: 21, 504, 504

Assignment 41:

b) Runtime error

because ptr is a wild pointer and may point anywhere in memory so we can’t \*ptr = 5.