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**Mata Kuliah : Algoritma dan Struktur Data**

*Exercise 1*

**Dictonary:**

x, y : integer

p1, p2 : Pointer to integer

**Algorithm:**

X 5

Y 10

P1 X

5

X100 x200

P2 Y

10

X200 X400

1. P1 &x

\*p1 7

P1 X

7

X200 X200

P2 Y

10

X300 X400

1. P2 &x

x \*p2

P1 X

X200

10

X200

P2 Y

X400

10

X400

1. x y

p1 &y

p2 &x

P1 X

X400

10

X200

P2 Y

X200

10

X400

1. x y

p1 &y

p2 &x

P1 X

X200

6

X200

P2 Y

X200

10

X400

*Exercise 2*

**Dictonary:**

x, y : integer

p1, p2 : Pointer to integer

**Algorithm:**

X 5

Y 10

P1 X

5

X100 x200

P2 Y

10

X300 X400

1. p1 &y

p2 &x

\*p1 \*p2

P1 X

x400

5

X200

P2 Y

X200

5

X400

1. p2 &x

\*p2 7

p1 p2

P1 X

X200

7

X200

P2 Y

X200

5

X400

1. p1 &x

\*p2 y

P1 X

X200

5

X200

P2 Y

X200

5

X400

* **Exercise 3**

What Is The Output?

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| a | b | c | p1 | p2 | p3 |
| 10 | 15 | 27 | 0x6ffdec | 0x6ffdec | 0x6ffdec |
| 27 | 8 |  | 0x6ffde8 |  |  |

* **Exercise 4**

What Is The Output?

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| a | b | c | p1 | p2 | p3 |
| 10 | 15 | 27 | 0x6ffdf4 | 0x6ffdf0 | 0x6ffdf0 |
| 27 | 6 | 27 |  |  | 0x6ffdec |
| 15 |  |  |  |  |  |