HW #8

Pdf file only, with heading: HW #8 Mitchell, Crane 2, A55587424

Due: 11:00 pm, Sunday Nov. 4, 2018 at Google Classroom

1. Optional to make up for the last problem of Homework 7. If you prefer, redo the last problem in Homework 7 below. If you do better here, your Homework 7 score is updated. If you do not do it here or do it but not better, your Homework 7 score will not be changed.

Consider the following program with only the variable declarations shown. For each statement below, specify whether it is true or false and explain why.

```
int x;
void alpha(int a){
        int b;
}

void beta() {
        static int k;
}

void gamma(int x) {
}

int main() {
        int x, y, z;
        {
        int y, z;
        }
}
```

- a. (7 pts) Function alpha can access the external variable x
- b. (7 pts) Function main has access to the static variable k declared inside function beta
- c. (7 pts) In the inner block of the main function, the block variable y hides the local main variable y
- d. (7 pts) Function beta is the only function that can access global variable x
- e. (6 pts) In function main, local variable x is not accessible inside the inner

block

- 2. (80 pts) Write a single C statement for each of the following (10 pts each).
 - a. Declare an integer called total, initialize it to 10

```
int total = 10;
```

b. Declare a pointer to an int called ptr and set it to point to the above variable total

```
int *ptr = &total;
```

- c. Set the value of the above variable total to 20 using pointer ptr*ptr = 20;
- d. Print the memory address of total using total and the specifier %p (see class notes)

```
printf("%p", &total);
```

- e. Print the memory address of total using ptr and the specifier %p printf("%p", ptr);
- f. Define a new pointer qtr and let it point to total using ptr int *qtr = ptr;
- g. Make qtr point to integer variable result (assume result has been declared)

```
qtr = &result
```

h. Double the value of result using qtr

```
*qtr *= 2;
```

- 3. (20 pts) Write a single statement to do each of the following:
 - a. (6 pts) Assign character 'Z' to the variable pointed to by char pointer answer

```
*answer = 'Z'
```

b. (7 pts) Change the value of variable pointed to by char pointer choice to the next character

```
*choice += 1;
```

c. (7 pts) Print the value of char pointer called answer

```
printf("%c", *answer)
```