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Pushpitha P

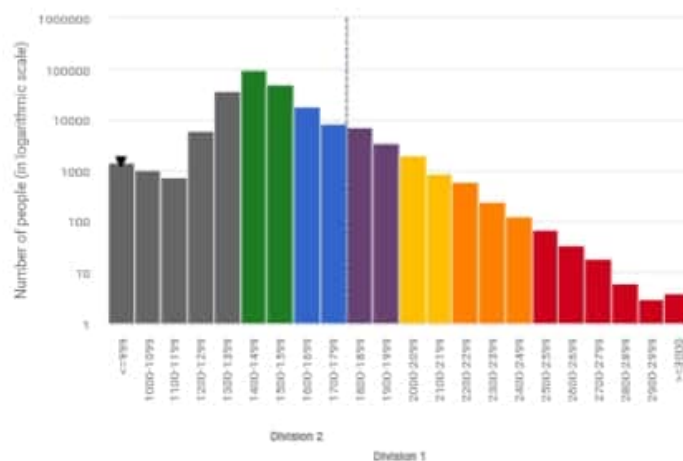


Username:	pushpitha2001
Country:	India
State:	Karnataka
City:	Mysuru
Student/Professional:	Student
Institution:	Alvas Institute of Engineering and Technology Karnataka, India
Teams List:	List of teams by Pushpitha P
Team Invites:	Click here to check team invites

Rating Graphs



CodeChef Rating Distribution



0



CodeChef Rating

(Highest Rating 0)

NA

Global Rank

NA

Country Rank

Contests	Rating	Global Rank	Country Rank
Long Challenge	0	NA	NA
Cook-off	0	NA	NA
Lunch Time	0	NA	NA

Recent Activity

Date/Time	Problem	Result	Lang
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Contest Code/Name (e.g. JULY15/PRACTICE)

Problem Code/Name (e.g. TEST)

Select

C++14 (gcc 6.3)



Code gets auto saved every second



```
1 #include <stdio.h>
2 void swap(int *a,int *b)
3 {
4     int t;
5     t = *a;
6     *a = *b;
7     *b = t;
8 }
9 int main()
10 {
11     int num1,num2;
12     printf("Enter value of num1: ");
13     scanf("%d",&num1);
14     printf("Enter value of num2: ");
15     scanf("%d",&num2);
16     printf("Before Swapping: num1=%d, num2=%d\n",num1,num2);
17     swap(&num1,&num2);
18     printf("After Swapping: num1=%d, num2=%d\n",num1,num2);
19     return 0;
20 }
```

0.18



Open File

✓ Custom Input

Run

Custom Input

10 20

Status Successfully executed Date 2020-06-28 03:28:48 Time 0 sec Mem 15.232 kB



Input

10 20

Output

Enter value of num1: Enter value of num2: Before Swapping: num1=10, num2=20
After Swapping: num1=20, num2=10



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0:18

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Input

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```
Enter value of num1: Enter value of num2: Before Swapping: num1=10, num2=20
After Swapping: num1=20, num2=10
```

Algorithm

Step 1 :- Start

Step 2 :- Initialize two variables x, y , temp and two pointers $*a$ and $*b$.

Step 3 :- Enter the two numbers and store it in the x and y .

Step 4 :- Display the numbers you have entered

Step 5 :- store the address of x and y to a & b respectively.

Step 6 :- Store the value in 'b' to temp.

Step 7 :- Store the value in 'a' to 'b' pointers

Step 8 :- Store the value in temp to 'a' pointer

Step 9 :- Display the number after swapping by using pointers a & b .

Step 10 :- Stop.

Flowchart