Lab 6

In this lab we want to try some of the methods of using pointers. Pointers are considered an unsafe activity in C#. You have a starter application called ShowAddresses. In it you declare various structures, put values in them, then print out both the value and the address of each value.

1. Check your project build properties and allow the compiler to generate unsafe code.
2. Run the starter to see what it produces.
3. Add a new code block using stackalloc to create a new array with 20 slots.
4. Copy the content of myHeapArray into the initial positions of the new array. Leave the other positions at default value or add values of your own.
5. Loop through all the slots of the new array and display their contents and address.