

# CS & IT ENGINEERING

## C-Programming

Array and Pointer



DPP-01 Discussion Notes

By- Abhishek Sir

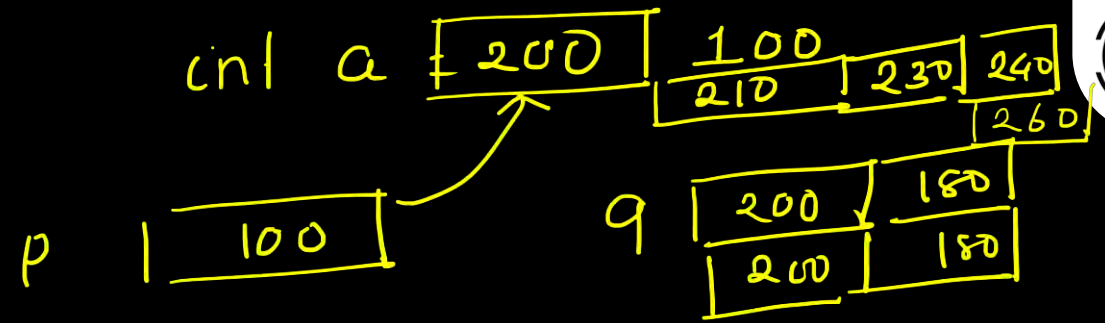
## Question

#Q. Consider the following C program?

```
#include <stdio.h>
int a = 200;
void bar(int *p, int q)
{
    *p = *p+10;
    q = q-20;
    a = a+20;
}
int main()
```

**A** 220

**C** 260



```
{
    bar(&a,a); ✓
    bar(&a,a); ✓
    printf("%d",a); —
return 0;
}
```

The value printed by above program is 260.

**B** 240

**D** 250



## Question

```
#Q. #include<stdio.h>
void f(int *x, int *y)
{
    int * temp;
    temp = x;
    x = y;
    y = temp;
    *x=*x+2;
    *y=*y*2;
}
```

Address  
swap

x [100] [200]  
y [200] [100]

a [10] [20] b [2] [4]  
100 200

```
int main()
```

```
{
    int a=10, b=2;
    f(&a, &b);
    printf("%d %d\n", a,b);
    return 0;
}
```

temp = 100

x = 200

y = 100

→ D is the

Answer

The output of the program is

value

**A** 20, 2

**B** 20, 1

**C** 20, 20

✓ **D** 20, 4

## Question



```
#Q. #include<stdio.h>
void f(int *x, int *y)
{
    int temp;
    temp = *x;
    *x = *y;
    *y = temp;
}
int main()
{
```

```
    int a=10, b=2, c=20,
    f(&a, &b);
    f(&b, &c);
    f(&c, &a);
    printf("%d", a);
    return 0;
}
```

The output is 10.

**A** 10

**C** 20

**B** 2

**D** 24

a 10      b 2      c 20  
100      200      300

f(&a, &b) x 100  
y 200

temp = 10  
\*x = y      a 2

\*y = 10      b 10

a 2      b 10      c 20  
20      10

a 10      b 20      c 2

## Question

#Q. Consider the following program

```
# include <stdio.h>
```

```
int main ()
```

```
{
```

```
    int a, b;
```

```
    int v = 3;
```

```
    int *pv;
```

```
    a = 2* (v+5);
```

```
    pv = &v;
```

```
    b = 2* (*pv+5);
```

```
    printf ("\n a = %d b = %d", a,b);
```

```
    return 0;
```

```
}
```

Output of the program is

a 16

b

v 3  
100

pv 100

$$a = 2 * (3 + 5) = 16$$

$$b = 2 * (3 + 5) = 16$$

$$a = 16$$

$$b = 16$$

[A] Ans

**A**

a = 16 b = 16

**B**

a = 16 b = 32

**C**

a = 16 b = 8

**D**

a = 16 b = 64

## Question

```
#Q. #include <stdio.h>
int main () {
    int a, b;
    int v = 3;
    int *pv, **pvv;
    pvv = &pv; ✓
    a = 2* (v+5);
    b = 3* (v+10);
    pv = &v;
    v = 2* (*pv+5);
    pv = &b;
    a = 2*(b+*pv+**pvv);
    (*pv)++;
    b = 2*(b+*pv+**pvv);
    printf ("%d", a+b);
    return 0; }
```

Output of the program is 474 Ans

$$a \quad \boxed{16} \quad \boxed{234} \quad b \quad \boxed{39} \quad \boxed{40}$$

300

$$v = \boxed{3} \quad \boxed{16}$$

200

$$pv \quad \boxed{200} \quad \boxed{300}$$

100

$$pvv \quad \boxed{100}$$

$$a = 2 * (3 + 5) = 16$$

$$b = 3 * (3 + 10) = 39$$

$$v = 2 * (3 + 5) = 16$$

$$a = 2 * (39 + 39 + 39) = 234$$

$$b = 2 * (40 + 40 + 40) = 240$$

474



## Question



#Q. The value printed by the following program is \_\_\_\_\_.

```
#include<stdio.h>
void foo1(int* ptr, int num)
{
    num = num + 5;
    *ptr = *ptr * num;
    return;
}
void foo2(int* ptr, int num)
{
    num = num - 10;
    *ptr = *ptr / num;
    return;
}
```

```
void main()
{
    int i=5, j=10, k=20;
    foo2(&j, k);
    foo1(&i, j);
    printf("%d", i+j);
}
```

4 rows

$30 + 1 = 31$

## Question



#Q. The value printed by the following program is \_\_\_\_\_.

```
#include<stdio.h>
void foo1(int* ptr, int num)
{
    num = num + 5;
    *ptr = *ptr * num;
    return;
}
void foo2(int* ptr, int num)
{
    num = num - 10;
    *ptr = *ptr / num;
    return;
}
```

$i = \frac{30}{10}$ ,  $j = \boxed{\frac{10}{10}} \boxed{1}$ ,  $k = 20$   
100 200 300

$foo_2(200, 20)$

$ptr = 200$ ,  $num = 20$

$num = 10$

$j \rightarrow *ptr: j = 10/10 = 1$  —  $j = 1$

$foo_1(100, 1)$

$ptr = 100$ ,  $num = \cancel{1} 6$

$num = 6$

$*ptr: i = 5 * 6 = \underline{30}$   $i = 30$



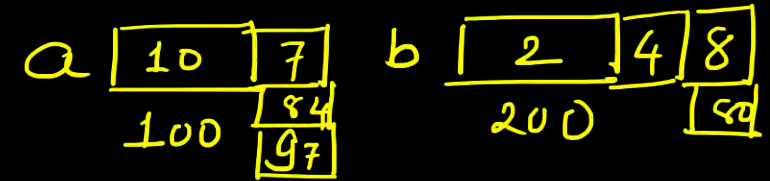
## Question



```
#Q. #include<stdio.h>
void f1(int *x, int *y) {
    x = y;
    *x = *x + 2;
    *y = *y * 2;
}
void f2(int *x, int *y) {
    y = x;
    *x = *x - 3;
    *y = *y * 12;
}
void f3(int *x, int *y) {
    *x = *x + 13;
    *y = *y * 10;
}
```

```
int main() {
    int a=10, b=2;
    f1(&a, &b);
    f2(&a, &b);
    f3(&a, &b);
    printf("%d", a+b);
    return 0;
}
```

Output of the program is —



$f_1(100, 200)$

$x = 100$        $y = 200$

$x = 200$

$*x = 2 + 2 = 4 = b$

$*y = x * 4 * 2 = 8$

$f_2(100, 200)$

$x = 100$        $y = 200$

$y = 100$

$*x = 10 - 3 = 7$

$*y = 7 * 12 = 84$

$f_3(100, 200)$

$x = 100, y = 200$

$*x = 97$        $*y = 80$

$a + b = 97 + 80 = 177$

— Ans = 177 —

## Question



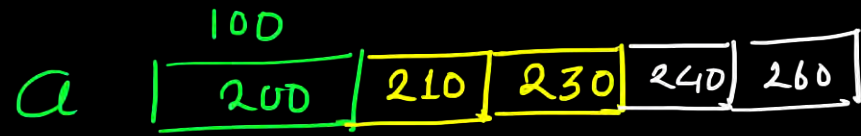
```
#Q.  #include<stdio.h>
void f(int *x, int *y)
{
    x = y;
    *x = *x + 2
    *y = *y + 2
}
int main()
{
    int a=10, b=2
    f(&a, &b);
    printf("%d %d\n", a+b);
    return 0;
}
```

The value printed by the program is \_\_\_\_\_

## Question

```
#Q. #include <stdio.h>
int a = 200;
int bar(int *p, int q)
{
    static int x;
    *p = *p+10;
    q = q-20;
    a = a+20;
    x += a;
    return x;
}
int main()
{
    printf("%d", bar(&a, a) + bar(&a, a));
    return 0;
}
```

The output of the program is 720



`bar(100, 200)`

Add  $p = 100, q = 200 - 20 = 180$   
 $*p = 210$

$q = 200 - 20 = 180$

$a = 210 + 20 = 230$

$x = 0 + 230 = \underline{230}$

~~~~~  
`bar(100, 230)`

$*p = 230 + 10 = \underline{240}$

$q = 230 - 20 = 210$

$a = 240 + 20 = 260$

$x = 230 + 260 = 490$

Answer is  
720



**THANK - YOU**