

Experiment 8-3

include <stdio.h>

Void modify values (int * x, float * y) {

* x += 10;

* y *= 2;

}

int main() {

int a = 5;

float b = 3.5;

Printf ("Before : a=%d, b=%f\n", a, b);

modify values (&a, &b);

Printf ("After : a=%d, b=%f\n", a, b);

Return 0;

}

Remarks:

Teacher's Signature _____

A screenshot of a Mac OS X desktop environment. The main window is a code editor showing a C program named 'main.c'. The code defines a function 'modifyValues' that takes pointers to an integer and a float, adds 10 to the integer and doubles the float, and then prints the original and modified values. The output window shows the execution results: 'Before: a = 5, b = 3.50' and 'After: a = 15, b = 7.00', followed by a success message. The desktop dock at the bottom contains icons for various Mac applications like Mail, Calendar, Photos, and Safari.

```
main.c
1 #include <stdio.h>
2
3 void modifyValues(int *x, float *y) {
4     *x = *x + 10;
5     *y = *y * 2;
6 }
7
8 int main() {
9     int a = 5;
10    float b = 3.5;
11
12    printf("Before: a = %d, b = %.2f\n", a, b);
13
14    modifyValues(&a, &b);
15
16    printf("After: a = %d, b = %.2f\n", a, b);
17
18    return 0;
19 }
```

Output

```
Before: a = 5, b = 3.50
After: a = 15, b = 7.00

== Code Execution Successful ==
```