Nama : Rey Babul Rizki NPM : G1F021027 Mata Kuliah: Algoritma dan Struktur Data Tugas 2 -Exercise 1 Dictionary x, y: integer P1, P2: Pointer to integer Algorithm x + 5 Y 4 10 P1 5 X 100 x200 92 10 ×300 X400 1). P1 ← 2 x 19 *P1 4 7 X200 ×200 12 Y 10 X300 ×400

2). P2← &Y × ← *P2	P1 ×200	× 10 × 200	
	P2 ×400	10 ×4€0	
3). x ← Y P1 ←&Y P2←&X	P1_ ×400	X 10 × 200	
4). P2 Lx	ρ ₂ ×2∞	10 X400 X	
P1 ← P2 *P2 ← 6	P1 x200 P2 x200	6 ×200 Y	
- Exercise 2		×400	
Dictionary x,y; integer P1,P2; Pointer	to integer	P1	X 5 ×200
Algorithm X S Y Ib		P2 ×300	10 × 400

1). P1 < ky P2 < Lx *P1 < *P2	P2 ×200	× ×260 Y
2). P2 < &x *P2 < 7 P1 < P2	P2 ×200	×400 × 7 ×200 Y 5 ×400
3). P1 + xx *P1 + Y	P1 x200 P2 x260	× ×200 Y 5 ×400

- Exercise 3

What Is The Output?

а	h	C	n1	n2	n3
10	15	27	0x6ffdec	0x6ffdec	0x6ffdec
27	8		0x6ffde8		

Nilai a : 10

Nilai b : 15

Nilai p1 : 0x6ffdec Nilai p2 : 0x6ffdec

Nilai c : 27

Nilai p1 : 0x6ffde8

Nilai a : 27

Nilai p3 : 0x6ffdec

Nilai b : 8

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- Exercise 4

What Is The Output?

а	b	С	p1	p2	р3
10	15	27	0x6ffdf4	0x6ffdf0	0x6ffdf0
27	6				0x6ffdec
15					
27					

Nilai a : 10

Nilai b : 15

Nilai c : 27

Nilai p1 : 0x6ffdf4 Nilai p2 : 0x6ffdf0

Nilai a : 27 Nilai a : 15 Nilai b : 6

Nilai p3 : 0x6ffdf0 Nilai p3 : 0x6ffdec

Nilai a : 27

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