DEPARTMENT OF COMPUTER SCIENCE CUI, VEHARI CAMPUS

Assignments no. 01



Subject:

Computer Network-Lab

Submitted to:

Respected Prof. Dewan Qaseem

Submitted by:

Sadaf Fatima (SP22-BCS-B24-100-B)

1. Basic Pointer Declaration and Use:

```
#include <iostream>
using namespace std;
int main() {
   int x = 10;
  int* ptr = &x;
   cout << "Value of x: " << x << endl;
   cout << "Value using pointer: " << *ptr << endl;</pre>
   return 0;
 #include <iostream>
using namespace std;
                3

4□ int main() {

int x = 10;

int* ptr = 8x;

cout << "Value of x: " << x << endl;

cout << "Value using pointer: " << *ptr << endl;

return θ;

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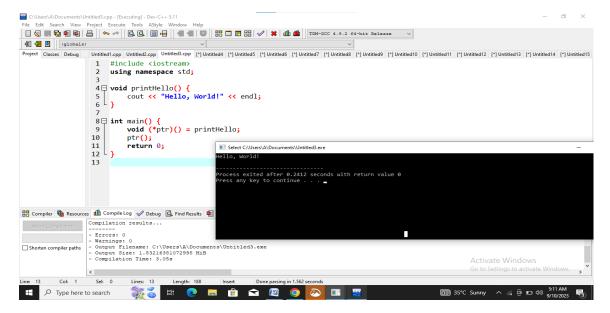
2. Pointer Arithmetic:

```
#include <iostream>
using namespace std;
int main() {
  int arr[] = {1, 2, 3, 4, 5};
  int* ptr = arr;
  cout << "Array elements using pointers: ";</pre>
  for (int i = 0; i < 5; i++) {
     cout << *ptr << " ";
     ptr++;
  }
```

```
cout << endl;
   return 0;
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2 using namespace std;
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                        34 | int main() {
5     int arr[] = {1, 2, 3, 4, 5};
6     int* ptr = arr;
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}
                                  cout << "Array elements using pointers: ";
for (int i = 0; i < 5; i++) {
    cout << *ptr << " ";
    ptr++;</pre>
                                   cout << endl;
                                   return 0;
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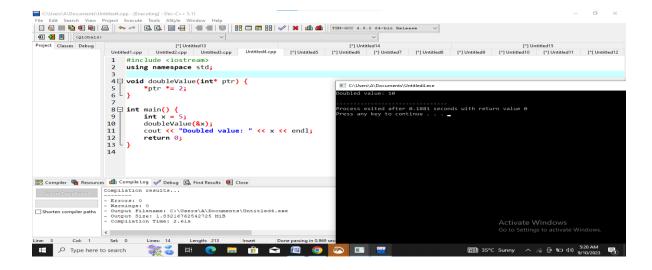
3. Pointer to Function:

```
#include <iostream>
using namespace std;
void printHello() {
   cout << "Hello, World!" << endl;
}
int main() {
   void (*ptr)() = printHello;
   ptr();
   return 0;
}</pre>
```



4. Passing Pointers to Functions:

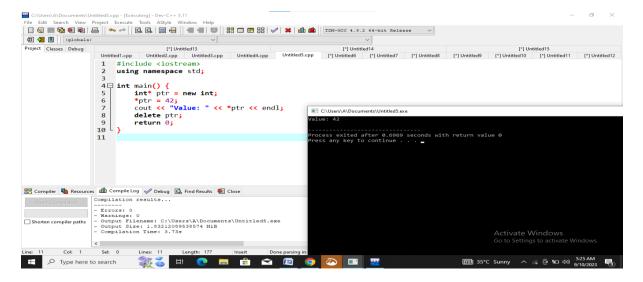
```
#include <iostream>
using namespace std;
void doubleValue(int* ptr) {
    *ptr *= 2;
}
int main() {
    int x = 5;
    doubleValue(&x);
    cout << "Doubled value: " << x << endl;
    return 0;
}</pre>
```



5. Dynamic Memory Allocation:

```
#include <iostream>
```

```
using namespace std;
int main() {
  int* ptr = new int;
  *ptr = 42;
  cout << "Value: " << *ptr << endl;
  delete ptr;
  return 0;
}</pre>
```



6. Pointer to Array:

```
#include <iostream>
using namespace std;
int main() {
    int arr[] = {1, 2, 3, 4, 5};
    int (*ptr)[5] = &arr;
    cout << "First element: " << (*ptr)[0] << endl;
    return 0;
}

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```

7. Pointer to Pointer:

```
#include <iostream>
using namespace std;
int main() {
  int x = 42;
  int* ptr1 = &x;
  int** ptr2 = &ptr1;
  cout << "Value of x: " << **ptr2 << endl;
  return 0;</pre>
```

```
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```
8. Pointers with Strings:

#include <iostream>

using namespace std;

int main() {

    const char* message = "Hello, Pointers!";

    cout << message << endl;

    return 0;
}

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```

9. Pointers to Structs:

```
#include <iostream>
using namespace std;
struct Point {
   int x;
   int y;
};
int main() {
   Point p = \{10, 20\};
   Point* ptr = &p;
   cout << "Coordinates: (" << ptr->x << ", " << ptr->y << ")" << endl;
   return 0;
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Point* ptr = &p;
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10. Null Pointers:

#include <iostream>

```
using namespace std;
int main() {
        int* ptr = NULL; // Creating a null pointer
       if (ptr == NULL) {
                cout << "Pointer is null." << endl;
       } else {
                cout << "Pointer is not null." << endl;
        }
        return 0;
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11. Pointers to Constants:

```
#include <iostream>
using namespace std;
int main() {
  const int x = 42;
  const int* ptr = &x;
```

```
cout << "Value: " << *ptr << endl;
  return 0;
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                  #include <iostream>
                  2 using namespace std;
                 4⊟ int main() {
5 | const int x = 42;
                          const int* ptr = &x;
cout << "Value: " << *ptr << endl;</pre>
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                          return 0;
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12. Constant Pointers:

#include <iostream>

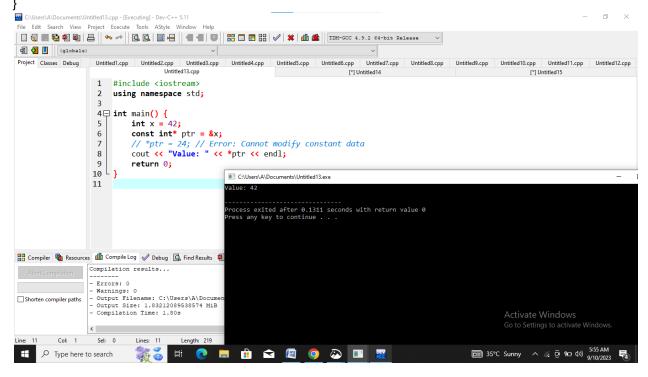
```
using namespace std;
int main() {
  int x = 42;
  int* const ptr = &x;
  *ptr = 24;
  cout << "Value: " << *ptr << endl;
  return 0;</pre>
```

```
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13. Pointer to Constant Data:

```
#include <iostream>
```

```
using namespace std;
int main() {
  int x = 42;
  const int* ptr = &x;
  // *ptr = 24; // Error: Cannot modify constant data
  cout << "Value: " << *ptr << endl;
  return 0;</pre>
```



14. Array of Pointers:

```
#include <iostream>
using namespace std;
int main() {
        int x = 10, y = 20, z = 30;
       int* arr[3] = {&x, &y, &z};
        cout << "Values: " << *arr[0] << " " << *arr[1] << " " << *arr[2] << endl;
        return 0;
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                                                      2 using namespace std;
                                                      4 int main() {
                                                                           int x = 10, y = 20, z = 30;
int* arr[3] = {&x, &y, &z};
cout << "Values: " << *arr[0] << " " << *arr[1] << " " << *arr[2] << end];
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15. Pointers to Functions:

```
#include <iostream>
using namespace std;
int add(int a, int b) {
  return a + b;
}
int main() {
```

```
int (*ptr)(int, int) = add;
cout << "Sum: " << ptr(5, 7) << endl;
return 0;</pre>
```

