# DEPARTMENT OF COMPUTER SCIENCE CUI, VEHARI CAMPUS

## Assignments no. 01


Subject:

**Computer Network-Lab**

**Submitted to:**

**Respected Prof. Dewan Qaseem**

Submitted by:

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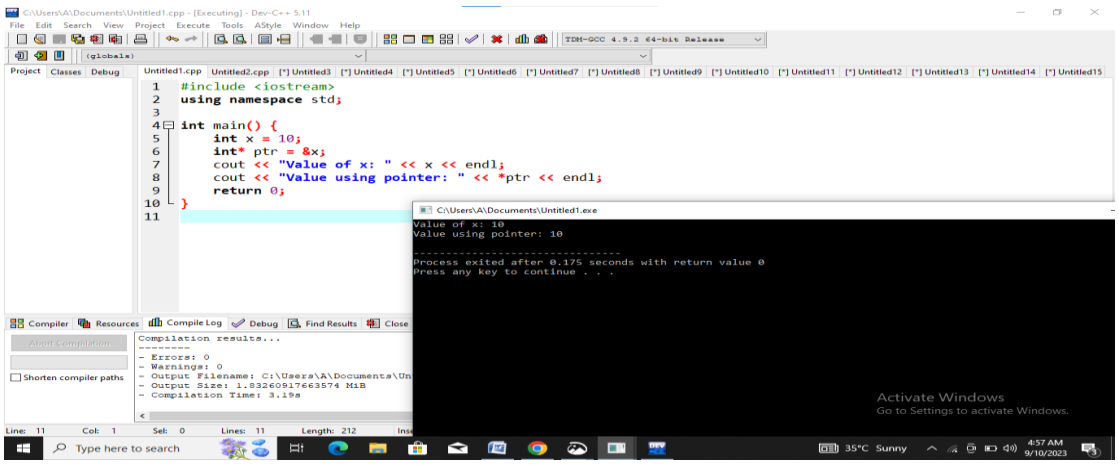
## 1. Basic Pointer Declaration and Use:

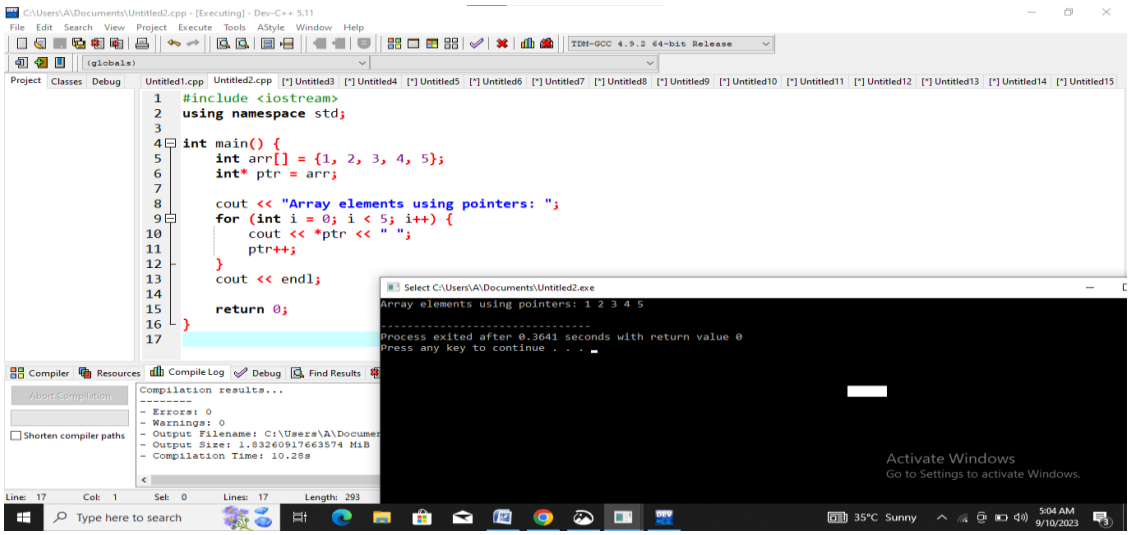
```
#include <iostream>

using namespace std;

int main() {

    int x = 10;

    int* ptr = &x;

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

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

    return 0;

}
```




## 2. Pointer Arithmetic:

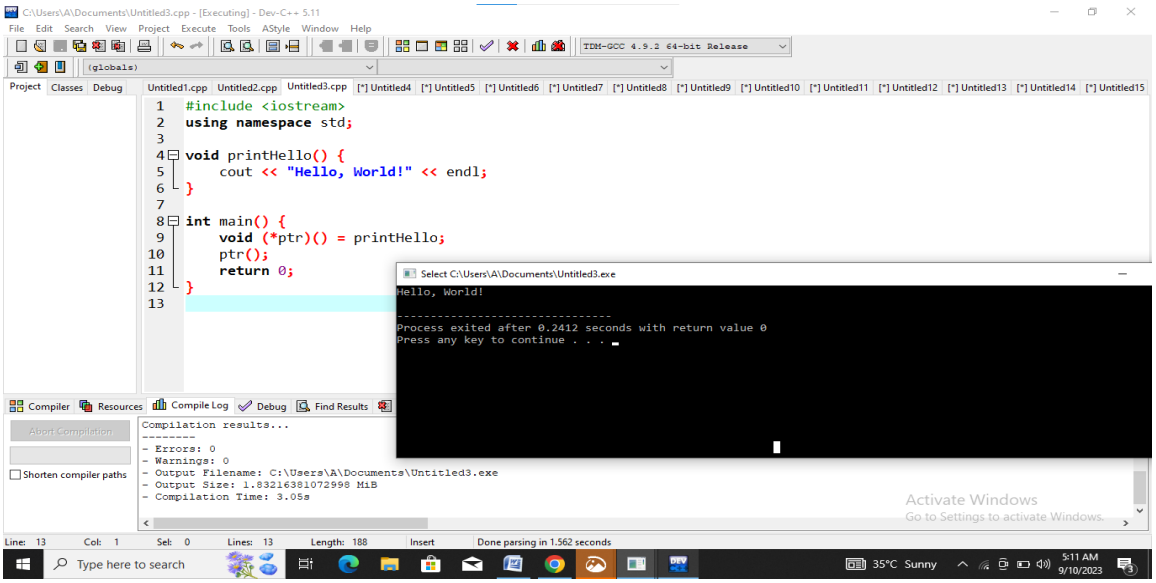
```
#include <iostream>

using namespace std;

int main() {

    int arr[] = {1, 2, 3, 4, 5};

    int* ptr = arr;

    cout << "Array elements using pointers: ";

    for (int i = 0; i < 5; i++) {

        cout << *ptr << " ";

        ptr++;

    }
```

```
    cout << endl;
    return 0;
}
```



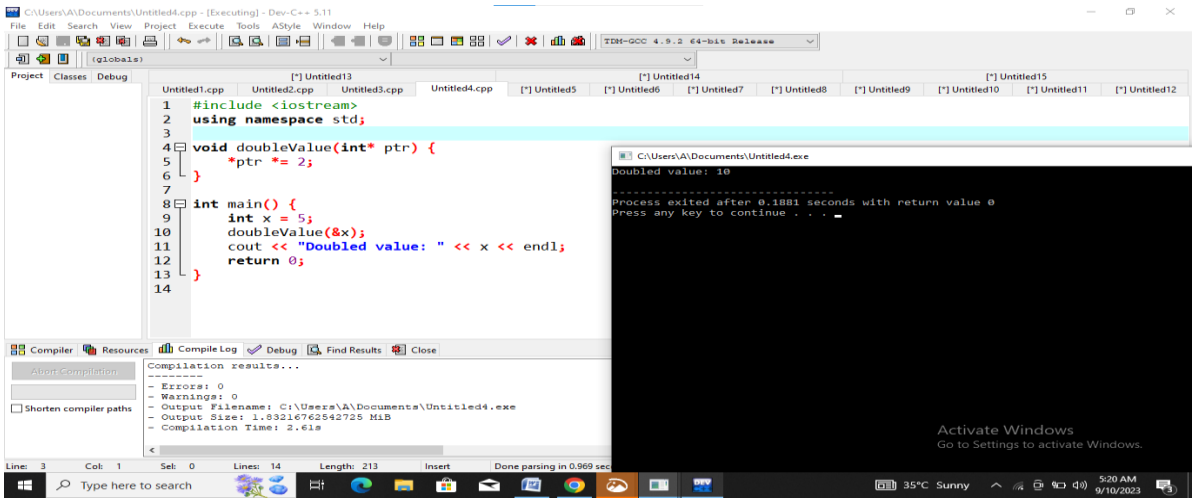

## 3. Pointer to Function:

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



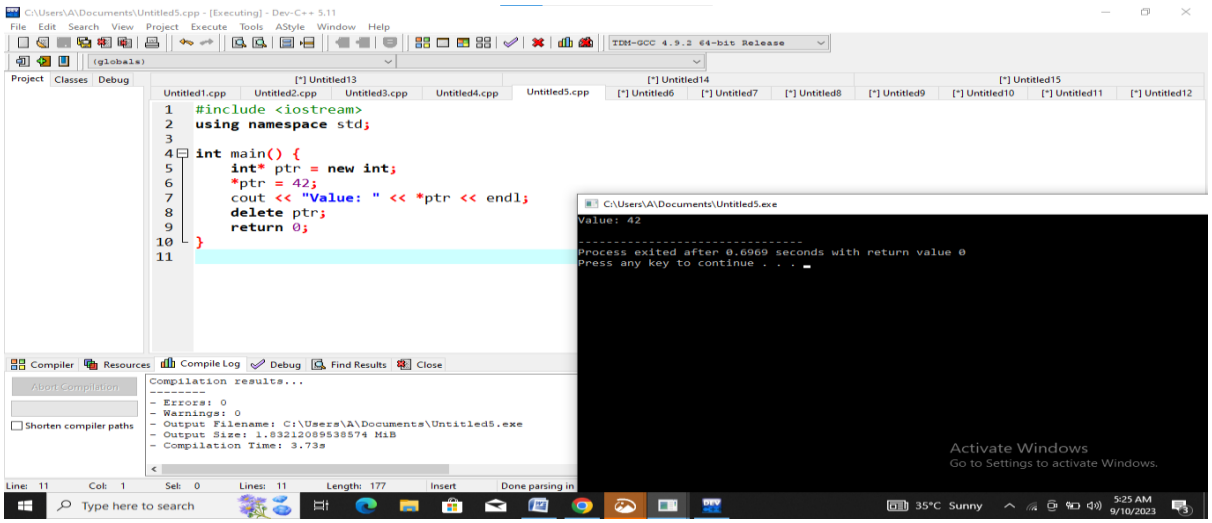

## 4. Passing Pointers to Functions:

```
#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;

}
```



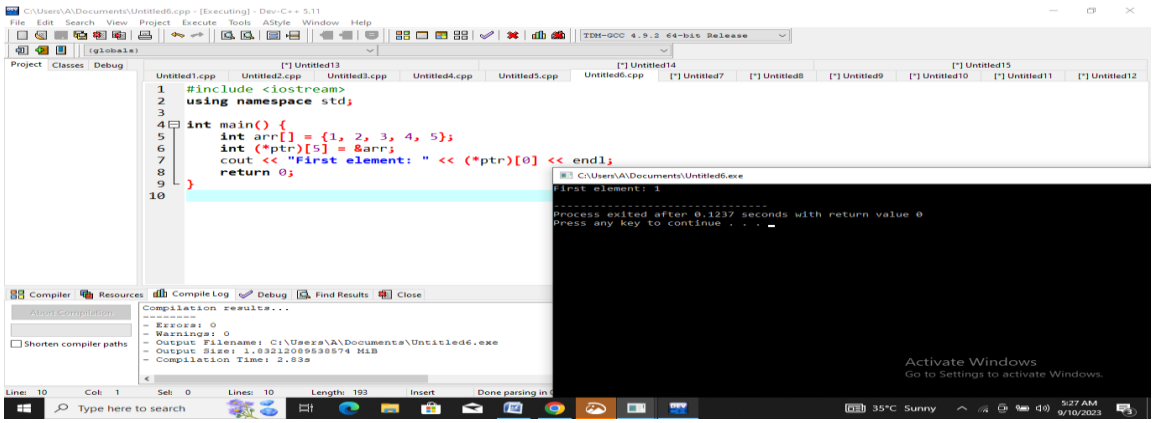

## 5. Dynamic Memory Allocation:

```
#include <iostream>

using namespace std;

int main() {

    int* ptr = new int;

    *ptr = 42;

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

    delete ptr;

    return 0;

}
```



## 6. Pointer to Array:

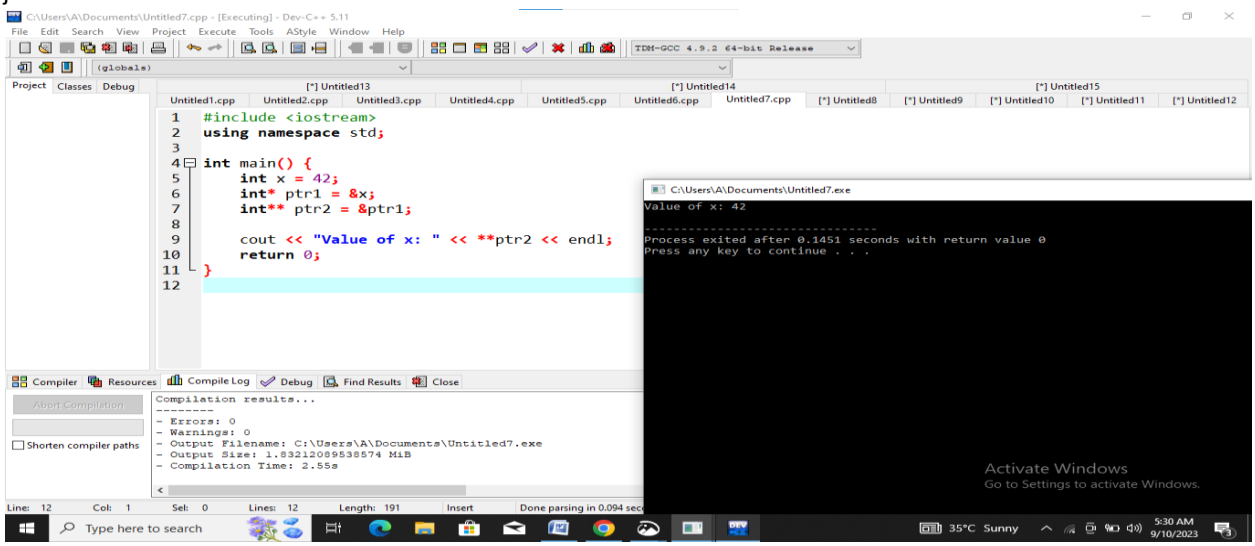
```
#include <iostream>

using namespace std;

int main() {

    int arr[] = {1, 2, 3, 4, 5};

    int (*ptr)[5] = &arr;

    cout << "First element: " << (*ptr)[0] << endl;

    return 0;

}
```




## 7. Pointer to Pointer:

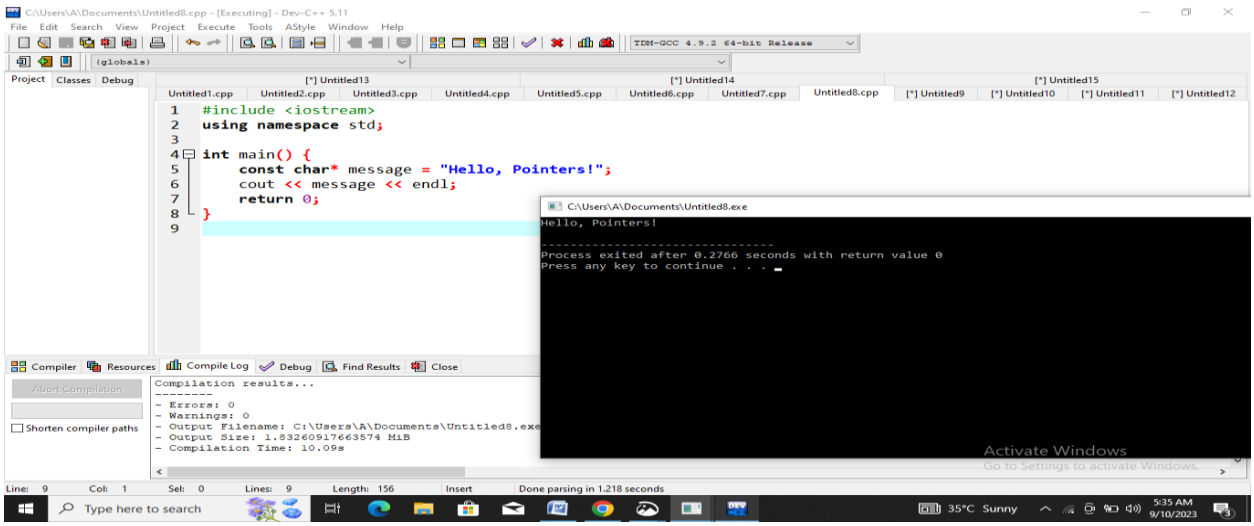
```
#include <iostream>

using namespace std;

int main() {

    int x = 42;

    int* ptr1 = &x;

    int** ptr2 = &ptr1;

    cout << "Value of x: " << **ptr2 << endl;

    return 0;
```

}



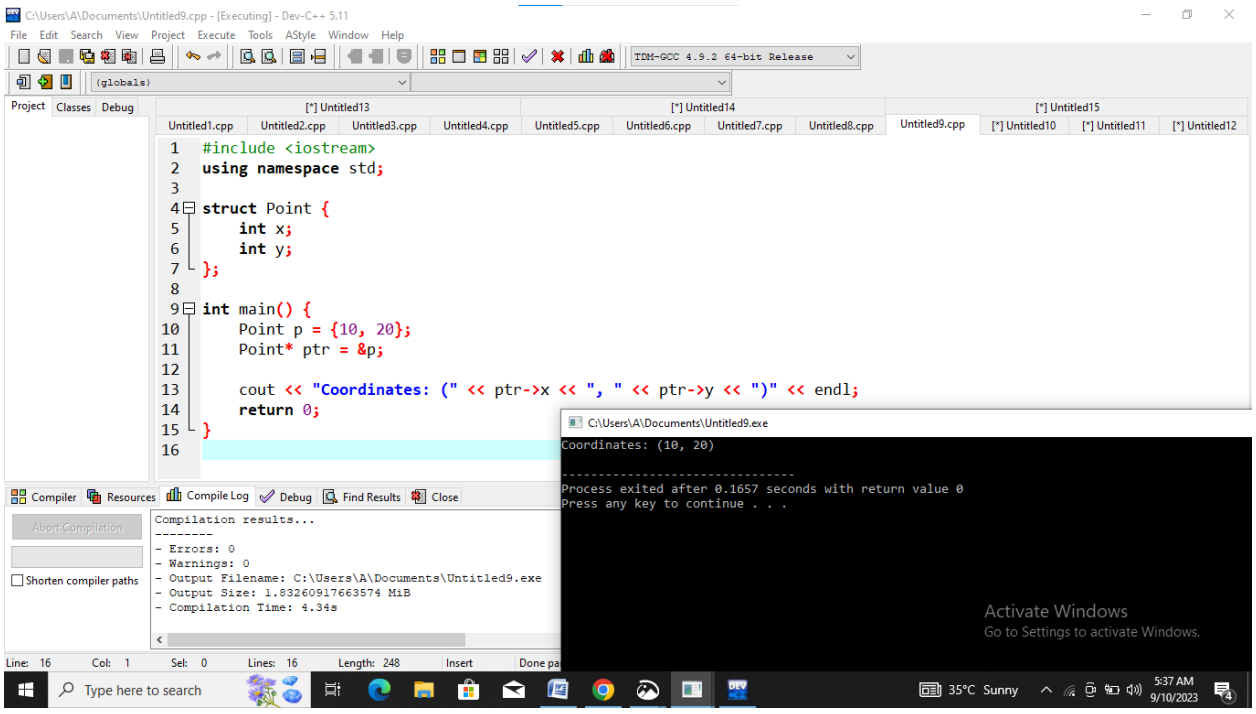

## 8. Pointers with Strings:

```
#include <iostream>

using namespace std;

int main() {

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

   cout << message << endl;

  return 0;

}
```



## 9. Pointers to Structs:

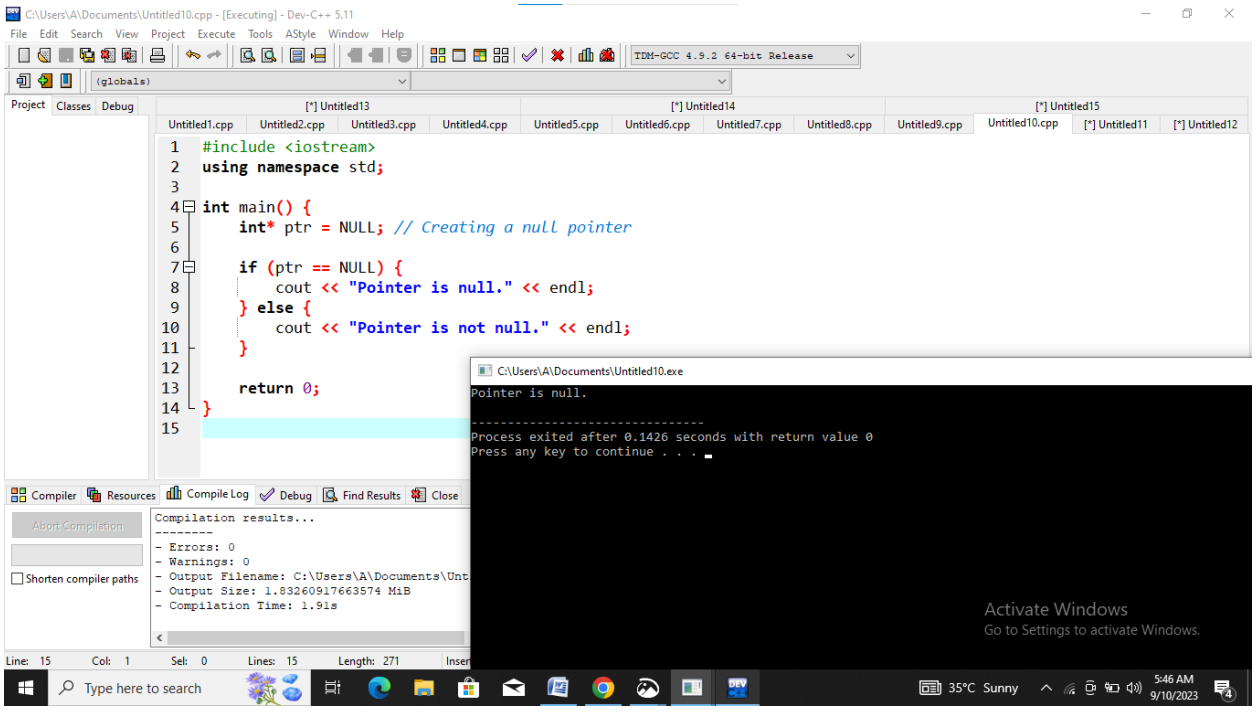
```
#include <iostream>

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;
}
```




## 10. Null Pointers:

```
#include <iostream>
```

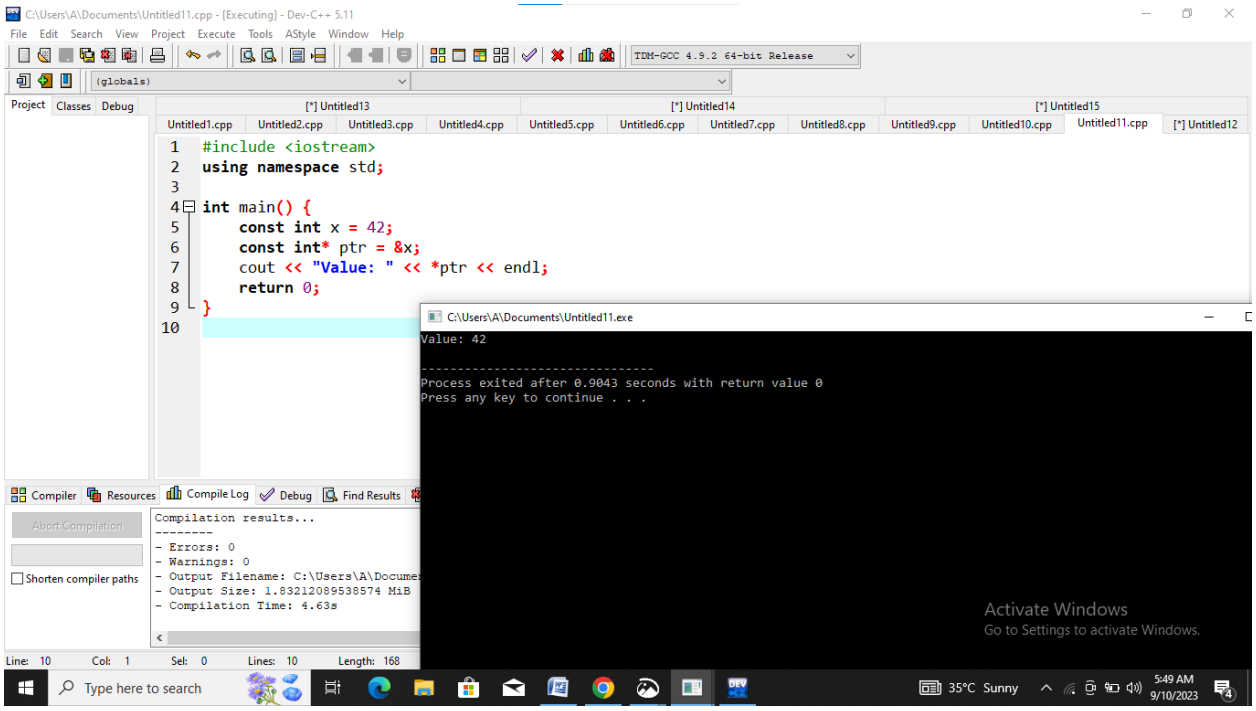
```
using namespace std;

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;
}
```




## 11. Pointers to Constants:

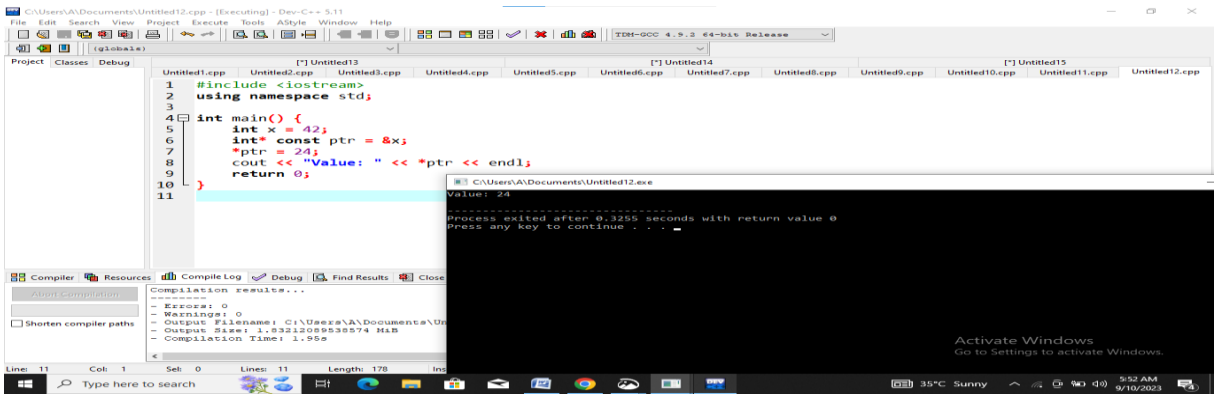
```
#include <iostream>

using namespace std;

int main() {
    const int x = 42;
    const int* ptr = &x;
```

```
    cout << "Value: " << *ptr << endl;

    return 0;
}
```



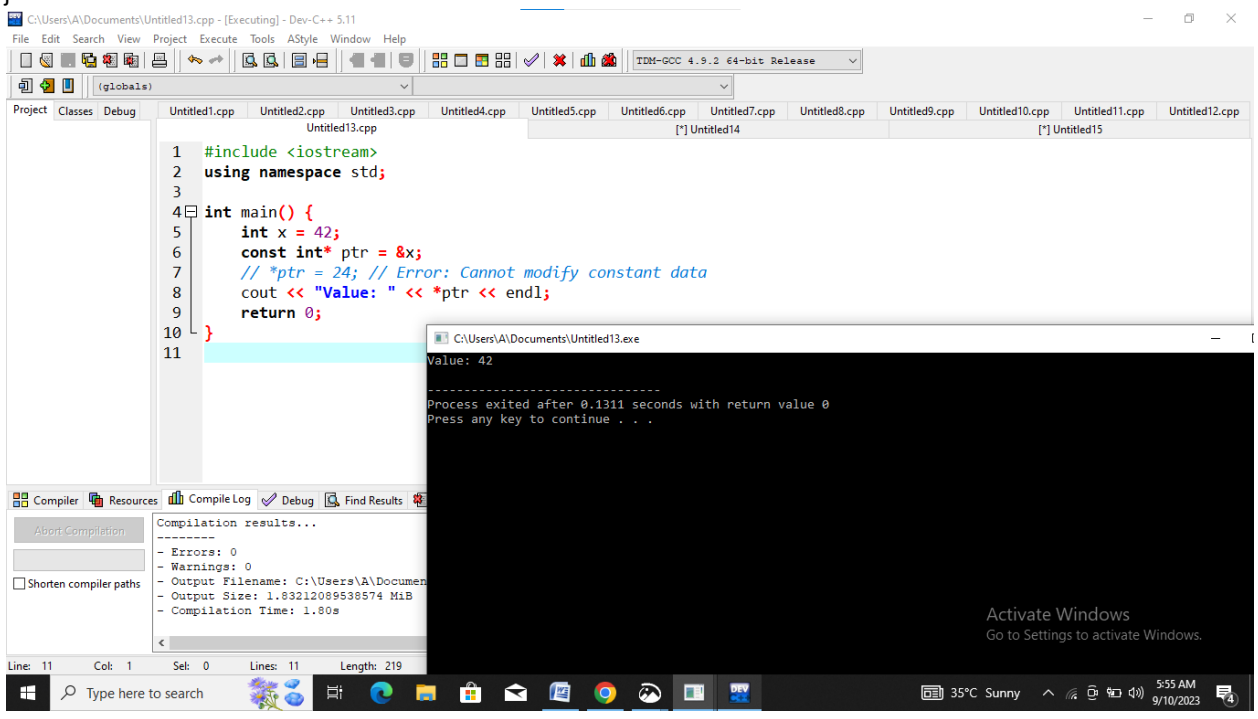

## 12. Constant Pointers:

```
#include <iostream>

using namespace std;

int main() {

    int x = 42;

    int* const ptr = &x;

    *ptr = 24;

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

    return 0;

}
```



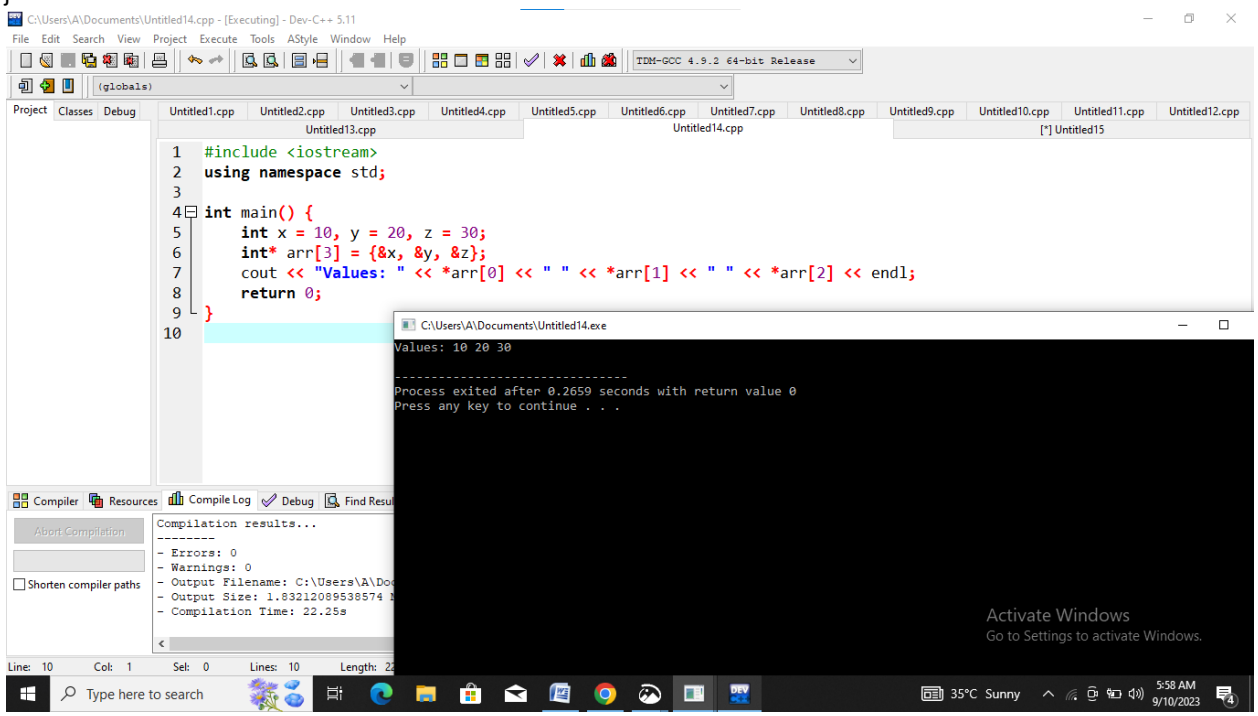

## 13. Pointer to Constant Data:

```
#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;

}
```



## 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;

}
```




## 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;
}
```