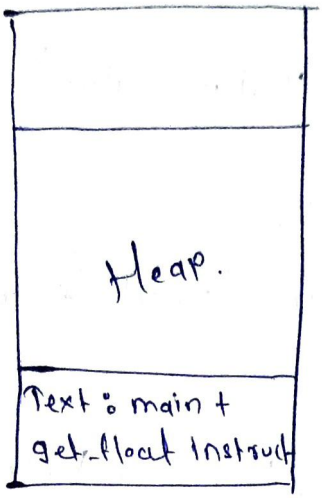
Homework → 11/01/23

```
float get_float(void)
{
    return 11.11;
}

int main(void)
{
    float x = 0.0;
    x = get_float();
}
```

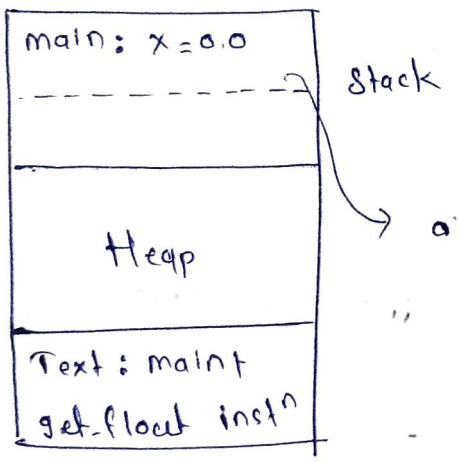
(1)



.c → .exe → Process
build run

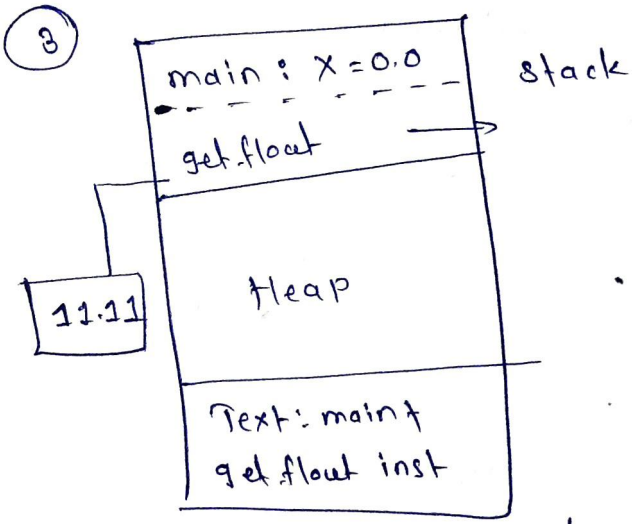
---

(2)



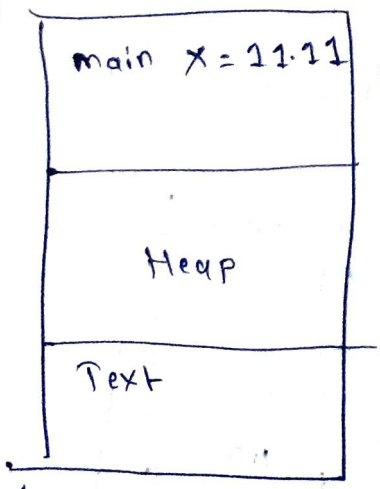
main() called

(3)



get_float() called & returned 11.11.

(4)



returned to main() → 11.11

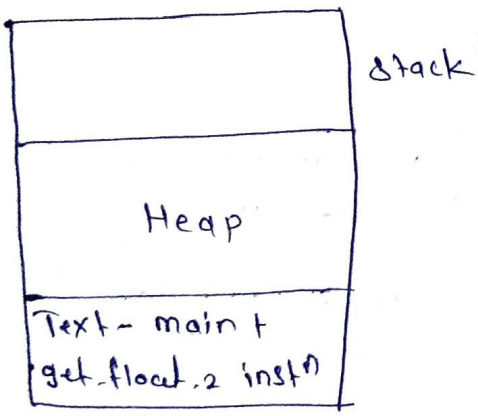
- get_float → returned 11.11
- main() x = will catch 11.11.
- printf (x) = 11.11.

Program - 2

```
float* get_float_2 (float init_value)
{
    float *p = NULL;
    p = (float*) malloc (sizeof (float));
    if (p == NULL)
    {
        puts ("Memory Allocation Failed \n");
        exit (EXIT_FAILURE);
    }
    *p = init_value;
    return p;
}
```

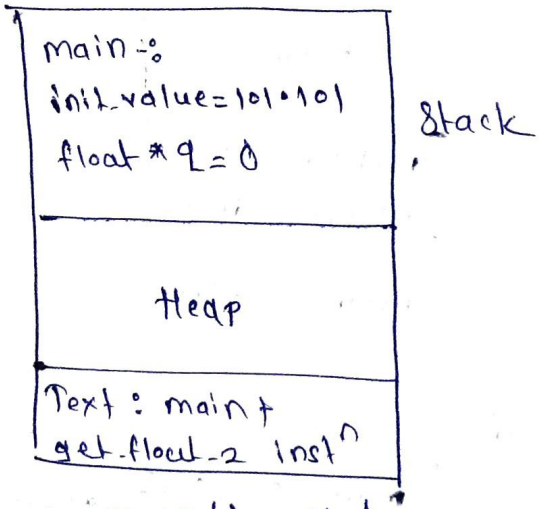
```
int main (void)
{
    float init_value = 101.101;
    float *q = NULL;
    q = get_float_2 (init_value);
    printf ("value = %f", *q);
    free (q);
    q = NULL;
}
```

(1)



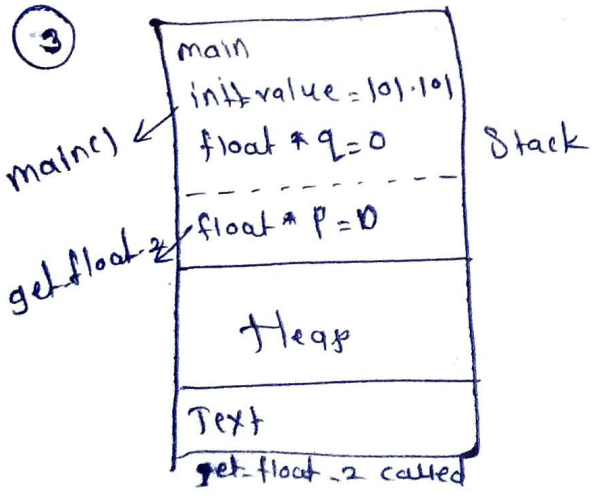
Before pmain()

(2)

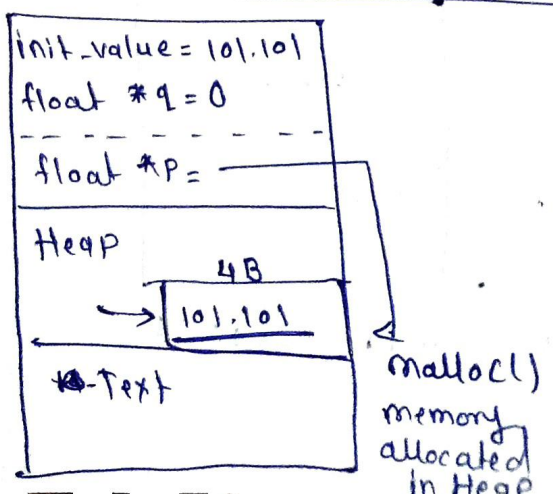


main() called

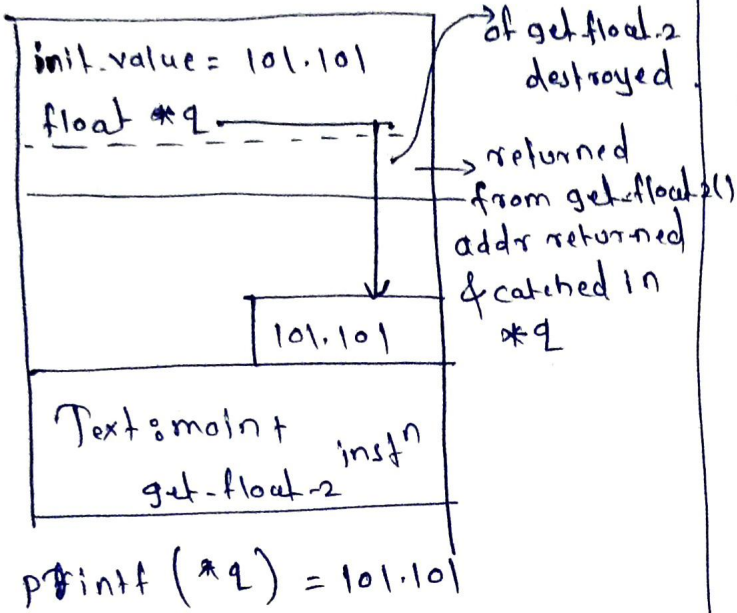
(3)



(4)

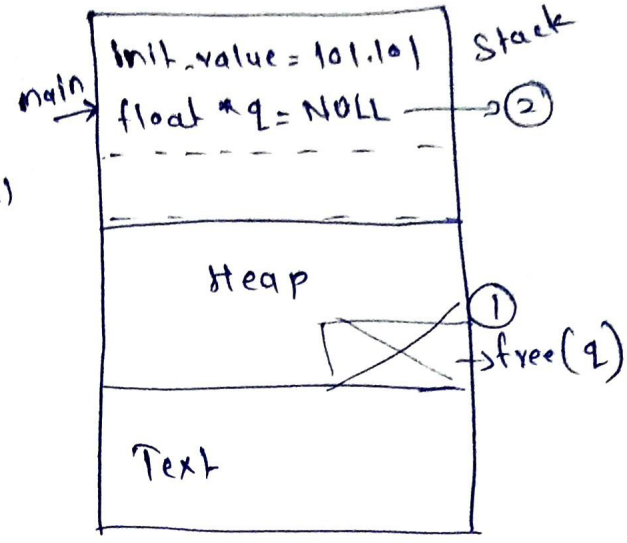


(5)



printf (*q) = 101.101

(6)



free (q) q = NULL