

Roll:

W10P*

Sect:

P1

```
1 #include <stdio.h>
2 int main(){
3     int a[5] = {1,2,3,4,5};
4     long b = (long)(a + 3);
5     printf("%ld", b - (long)a);
6     return 0;
7 }
```

Q1: What is the output of this code?

```
2 int main(){
3     int arr1[] = {1, 2, 3, 5, 7};
4     int n1 = sizeof(arr1) / sizeof(arr1[0]);
5     int arr2[] = {2, 4, 6, 8};
6     int n2 = sizeof(arr2) / sizeof(arr2[0]);
7     int arr3[n1+n2];
8     int i = 0, j = 0, k = 0;
9     while (i < n1 && j < n2)
10         if(arr1[i] < arr2[j])
11             arr3[k++] = arr1[i++];
12         else
13             arr3[k++] = arr2[j++];
14     for(k--; k >= 0; k--)
15         printf("%d", arr3[k]); // No spaces printed
16     return 0;
17 }
```

Q2: What is the output of this code?

Note: whitespaces indicated using gray-colored characters as in Prutor

GOLD SOLUTION

12

MAX MARKS

5

GOLD SOLUTION

76543221

MAX MARKS

5

P2

```
1 #include <stdio.h>
2 int main(){
3     long mat[2][3] = {{1,2,3},{4,5,6}};
4     long *ptr = &mat[0][0];
5     long *qtr = ptr;
6     ptr += 4;
7     printf("%ld%ld", *ptr, ptr-qtr);
8
9     return 0;
10 }
```

Q1: What is the output of this code?

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 int main(){
4     int **arr = (int**)malloc(3*sizeof(int));
5     int i, j, k = 0, p = 10;
6     for(i = 0; i < 3; i++){
7         arr[i] = (int*)malloc((3-i)*sizeof(int));
8         for(j = 3 - i; j; ){
9             j--;
10            arr[i][j] = p + k;
11            k++;
12        }
13    }
14    for(i = 0; i < 3; i++){
15        for(j = 0; j < 3 - i; j++){
16            printf("%d", arr[i][j]); // No spaces
17        }
18    }
```

Q2: What is the output of this code?

Note: whitespaces indicated using gray-colored characters as in Prutor

GOLD SOLUTION

54

MAX MARKS

5

GOLD SOLUTION

121110141315

MAX MARKS

5

P3

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 int main(){
5     float *ptr = (float*)malloc(4 * sizeof(float));
6     float *qtr = ptr + 2;
7     char *rtr = (char*)ptr;
8     char *str = (char*)qtr;
9
10    printf("%ld%ld", qtr - ptr, str - rtr);
11    return 0;
12 }
```

Q1: What is the output of this code?

GOLD SOLUTION

28

MAX MARKS

5

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 int main(){
5     char str[3][10] = {"ABCDE", "ESC101", "123456789"};
6     int *ptr, i;
7     for(i = 0; i < 3; i++){
8         ptr = (int*)&str[i][0];
9         ptr += i;
10        printf("%s", (char*)ptr); // No newlines or spaces
11    }
12    return 0;
13 }
```

Q2: What is the output of this code?

Note: whitespaces indicated using gray-colored characters as in Prutor

GOLD SOLUTION

ABCDEF019

MAX MARKS

5

P4

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 int main(){
4     char **ptr = (char**)malloc(5 * sizeof(char*));
5     char **qtr = ptr + 4;
6     int **rtr = (int**)ptr;
7     int **str = (int**)qtr;
8     printf("%ld%ld", qtr - ptr, str - rtr);
9     return 0;
10 }
```

Q1: What is the output of this code?

GOLD SOLUTION

44

MAX MARKS

5

```
1 #include <stdio.h>
2 int main(){
3     char str[4][4] = {"ABC", "DEF", "GHI", "JKL"};
4     int i, *ptr = (int*)str;
5     char *qtr;
6     for(i = 0; i < 4; i++){
7         qtr = (char*)(ptr + i);
8         printf("%c", *qtr); // No spaces/newlines
9     }
10    return 0;
11 }
```

Q2: What is the output of this code?

Note: whitespaces indicated using gray-colored characters as in Prutor

GOLD SOLUTION

ADGJ

MAX MARKS

5