Lab 3 (CS): C Language: Pointers, Arrays and Structures

Shokhista Ergasheva, Muwaffaq Imam, Artem Kruglov, Nikita Lozhnikov, Giancarlo Succi, Xavier Vasquez Herman Tarasau, Firas Jolha

> Innopolis University Course of Operating Systems

> > Week 03 - Lab



Exercise 1

Compile and run the following program:

```
#include < stdio h>
#include < stdlib . h>
int main() {
    int * pc;
    int c;
    c = 22:
    printf("Address of C:%d\n", &c):
    printf("Value of C:%d\n\n", c);
    pc = &c:
    printf("Value of pc:%d\n", pc);
    printf("Value stored in the memory location pointed by pc:%d\n". *pc):
    c = 11;
    printf("Value of pc:%d\n", pc);
    printf("Value stored in the memory location pointed by pc:%d\n". *pc):
    *pc = 2;
    printf("Address of c:%d\n", &c):
    printf("Value of c:%d\n", c);
    return EXIT SUCCESS:
}
```



Exercise 2

 Write a function bubble_sort() which will accept an array of integers and sort it in place using Bubble sort* algorithm

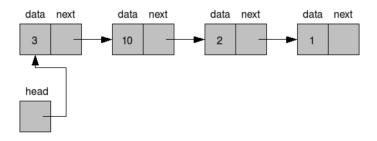


Exercise 3(1/2)

- Write a program that creates a linked list* containing integers and uses the next functions:
 - a function print_list() that will print out the value of each element
 - a function insert_node() which will insert a new element after some existing element
 - a function delete_node() which will delete a certain element



Exercise 3(2/2)



Linked list structure



Exercise 4 (optional)

- Implement a Quicksort* algorithm:
 - Pick an element, called a pivot, from the array
 - Partitioning: reorder the array so that all elements with values less than the pivot come before the pivot, while all elements with values greater than the pivot come after it (equal values can go either way). After this partitioning, the pivot is in its final position. This is called the partition operation
 - Recursively apply the above steps to the sub-array of elements with smaller values and separately to the sub-array of elements with greater values



Exercise 5 (optional)

Change your linked list implementation to a doubly linked list*



References

- Lecture Notes Practical Programming in C
- Quick Sorting algorithm

End of Lab 3 (OS)