

VALORE

EFFETTO

a 56 $2 + 3$

5

nessuno

 $a++$

5

a vale 6

 $++a$

6

a vale 6

```
float f(int b, float x) { ... ; ... ; return a+x ; }  
float g(int y, float z) { ... ; ... ; return 3*z ; }
```

PARAMETRI 5.2 3.5

alg Uno (5.2, 3.5) \rightarrow 8.5
 $C \rightarrow 3.5$

alg Due (5.2, 3.5) \rightarrow 8.0
 $C \rightarrow 3$

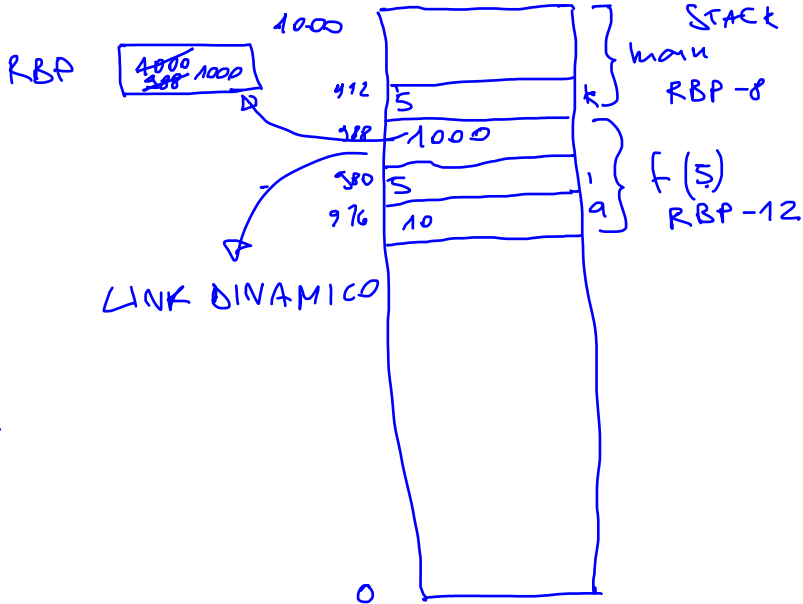
alg Tre (5.2, 3.5) \rightarrow 8.2
 $C \rightarrow 5.2$

```

int f(int i) {
    int a;
    a = 2 * i;
    return a;
}

int main() {
    int k;
    k = 5;
    printf("%d", f(k));
    k = 0;
}

```



4	8
3	5
2	4
1	1
0	0

a

0
1
8
4
5

b

INSERIMENTO ORDINATO

8
8 5
8 8 4
8 4 1
8 4 1 0

a

INSERTION SORT
5 4 8 1 0

8
8 5
8 4
8 4 1
8 4 1 0

b

IN PLACE

SELECTION SORT

4	0 8	
3	1. 4 5	
2	0 4	
1	4 1	
0	5 0	

b

d1