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**Problem 1:**

\*p3 = S

\*p3 = T, p3 = 6940

\*p1 = S, p1 = 6940

**Problem 2:**

D

**Problem 3:**

Line 2 will not compile because you are trying to assign the address of a char to a pointer to a double.

Line 4 will not compile because you are trying to assign the address of an int to a pointer to a char. In line 3, when assigning an int to a character (such as int i = ‘A’), this will assign the ASCII value of the character, which is why line 4 will not compile.

**Problem 4:**

char blocks[3] = {'A','B','C'};

char \*ptr = &blocks[0]; // ptr will be assigned the value: 4434

char temp;

temp = blocks[0]; // temp will be assigned the value: ‘A’

temp = \*(blocks + 2); // temp will be assigned the value: ‘C’

temp = \*(ptr + 1); // temp will be assigned the value: ‘B’

temp = \*ptr; // temp will be assigned the value: ‘A’

ptr = blocks + 1; // ptr will be assigned the value: 4435

temp = \*ptr; // temp will be assigned the value: ‘B’

temp = \*(ptr + 1); // temp will be assigned the value: ‘C’

ptr = blocks; // ptr will be assigned the value: 4434

temp = \*++ptr; // temp will be assigned the value: ‘B’

temp = ++\*ptr; // temp will be assigned the value: ‘C’

temp = \*ptr++; // temp will be assigned the value: ‘C’

temp = \*ptr; // temp will be assigned the value: ‘C’

**Problem 5:**

int num[ 6 ] = { 0, 0, 0, 0, 0, 0 };

num[0] = 100;

num[1] = 90;

num[2] = 80;

num[3] = 70;

num[4] = 60;

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

cout << num[ i ] << " ";

cout << endl;

**Problem 6:**

void revString(char \* msg) {

char \* ptr1 = msg;

char \* ptr2 = msg;

while(\*ptr1 != '\0') {

\*ptr2 = \*ptr1;

if (!isdigit(\*ptr2)) ptr2++;

ptr1++;

}

\*ptr2 = '\0';

}