

CODE: <u>CPP.Assignmento3.Opt1</u>

Assignment topic : Assignment duration

: Pointers and References : 240 minutes FRESHER ACADEMY

Bài 1. Write a C++ program to add two matrix using pointers. C program to input two matrix from user and find sum of both matrices using pointers.

Sample:
Input matrix1:
123
4 5 6
789
Input matrix2:
987
6 5 4
3 2 1
Sum of both matrices:
10 10 10
10 10 10
10 10 10
Bài 2. Write a C++ program to find reverse of a string using pointers.
Sample:
Input = HELLO
Output = OLLEH
Bài 3. Write a C++ program to sort array using pointers.
Sample:
Input:
Input array elements: 10 -1 0 4 2 100 15 20 24 -5
Output:
Array in ascending order: -5, -1, 0, 2, 4, 10, 15, 20, 24, 100,

```
Bài 4 (bonus). Write a C++ program to check whether a number is palindrome or not.
Sample:
Input
Input any number: 121
Output
121 is palindrome
Bài 5 (bonus). Write a C++ program to convert Decimal to Hexadecimal number system
Sample:
Input
Input decimal number: 26
Output
Hexadecimal number: 1A
Bài 6. Predict the output of following programs. If there are compilation errors, then fix them:
Question 1
#include<iostream>
using namespace std;
int &fun()
{
  static int x = 10;
  return x;
}
int main()
{
  fun() = 30;
  cout << fun();
  return 0;
```

```
}
Question 2
#include<iostream>
using namespace std;
int fun(int &x)
  return x;
int main()
{
  cout << fun(10);
  return 0;
}
Question 3
#include<iostream>
using namespace std;
void swap(char * &str1, char * &str2)
{
 char *temp = str1;
 str1 = str2;
 str2 = temp;
}
int main()
 char *str1 = "GEEKS";
 char *str2 = "FOR GEEKS";
 swap(str1, str2);
```

```
cout<<"str1 is "<<str1<<endl;
cout<<"str2 is "<<str2<<endl;
return 0;
}</pre>
```

Question 4

```
#include<iostream>
using namespace std;
int main()
{
  int x = 10;
  int *ptr = &x;
  int &*ptr1 = ptr;
}
```

Question 5

```
#include<iostream>
using namespace std;
int main()
{
  int *ptr = NULL;
  int &ref = *ptr;
  cout << ref;
}</pre>
```

Question 6

#include<iostream>
using namespace std;

```
int &fun()
{
    int x = 10;
    return x;
}
int main()
{
    fun() = 30;
    cout << fun();
    return 0;
}</pre>
```