

POINTERS & CALL BY REFERENCE

Q1

- a) Compile and run the program `address.cpp`
- b) What is this program telling you?

Q2

- a) The program `prime.cpp` has some syntax errors. Fix these errors and run the program.
- b) After testing the program you will notice that the program has some logical errors. For instance, it says that 4 is prime while 5 is not. It also says that every number you enter is invalid. Please fix these so the program works correctly.
- c) In order to get a better idea of how `prime.cpp` should work I've placed a compiled version on `rerun` in my account. You will need to start a terminal session and then type
`ssh -l your_login_name rerun.it.uts.edu.au`

`your_login_name` is NOT your student number. If you don't know your login name you can find it by going to.

<https://start.it.uts.edu.au/reset>

You will be asked for your password to log into `rerun`. Then type

`/home/glingard/prime`

to run the program

- d) What happens to the program when you enter a negative number? Can you fix this problem? Do you see the need to carefully test your program after you have written it?