

## Dictionary P, X, Y: Integer P, , P2: Pointer to Integer X100 x200 Algorithm: 4 x (- 5 ×400 ×300 Y <- 10 Jawas: 1. P, - &Y 1. P P2 <- & x \* P, - \* P2 X(00 x 200 2. P2 - & X 10 \* p2 < 7 x400 ×300 P1 - P2 X 2. 1, 3. P, -&x +P, -7 17] X(00) X 200 1300 3. P, X200 KMs ×400

Dickanary

a, b, c: Integer

P1, P2, P3: Pointer to Integer

Algorithm

a (- 10

b < 15

P1 <- &b

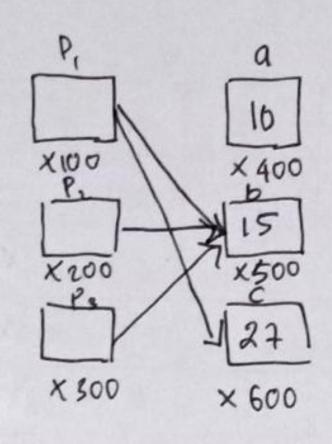
Pre- Pi

C. C 27

p, e ac

a = \* P,

P3 (- & b + P2 (- 8



a	Ь	C	P1 .	Pz	P3
10	15	-	_	_	-
10	15	_	O x6FFAF8	-	-
10	15	-	0 x6FFdf8	Ox6FFdf8	
10	15	27	0 x 6 FFdF8	OX6FFdF8	-
10	15	27	0x6FFde8	Ox6FFdf8	-
27	15	27	Ox6FFde8	oxbffdfd	_
27	15	27	ox6 FF.de8	0x6FFdf8	0 x b F F d F 8
27	8	27	0x.6ffde8	0x6Ffdf8	Ox6ffdfg.

## 4. Dictionary

a, b, c: Integer

P, P2, P3: pointer to integer

## Algorithm

a	ط	C	Pı	. P2	123
10	15	27	-	-	_
10	15	27	0x6FFdF8	-	-
10	12	27	ox6ffdf8	6x6FFdF0	_
10	12	10	ox6ffdf8	0x6FFdF0	-
15	15	10	0x6ffdf8	0x6FFdF0	
15	6	w		0x6Ffdf0	-
15	6	10		ox b f f d fo	
15	6	10			OK6FFde8
15	6	[O	0x6FFdf8	OX SFFdF0	0x6FFde8