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Lab 3: Writing Assignment

TPS Activity #1:

1. Static stores to global variables, Stack stores local variables, and Heap stores dynamic variables.
2. Three variables are declared.
3. Two of the variables are pointers. \*Ptr points to an int and \*\*handle points to the address of \*ptr.
4. They are stored in the stack because they are local variables.
5. Ptr will point to the stack.

TPS Activity #2:

1. Structures are stored continguosly. Head is stored at the same address as head->iValue.

Assignment #1:

1. We must pass the size of the array so that we may be able to make an exact copy of the azrray and so that the Bubble Sort algorithm checks every location of the array to see if it is properly sorted.
2. The original array is never changed because at no point is it set equal to a new value or returned.
3. A copy of the sorted array is needed so that we may print both original and sorted arrays. Also the sorted array is necessary for binary search to run at its best.