ECE220 Lab4

Brain Teaser – Swapping Data

Version 1

```
    void swap(int *x, int *y) {
    int temp = *x;
    *x = *y;
    *y = temp;
    }
```

Version 2

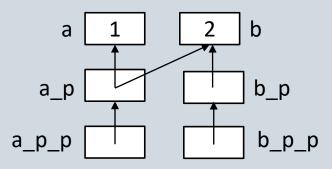
Brain Teaser – Fun with Pointers

Multi-line vs one-line initialization

```
int a = 1;
int b = 2;
int a = 1, b = 2;
int* a_p = &a;
int* b_p = &b;
int *a_p = &a, *b_p = &b;
```

Double pointers

- ∘ int a = 1, b = 2;
- o int *a_p = &a, *b_p = &b;
- o int **a_p_p = &a_p, **b_p_p = &b_p;



*a_p_p = &b; //What changes?

Function Pointers

Add function

```
int add(int x, int y) {return x + y;}
```

Main function

```
    int main() {
    int (*add_ptr)(int, int) = &add;
    int sum = (*add_ptr)(2, 3);
    }
```

Passing as parameter

```
int add2to3(int (*add_ptr)(int, int)) {return (*add_ptr)(2, 3)}
```

Return value



MP4 - Codebreaker

Implement game of Mastermind

- only elements things to guess
- ∘ elements \in [1,8] rather than colors

Feedback

perfect or misplaced matches

Example:

Actual: 1357, guess: 9753

Perfect: 5

Misplaced 7, 3

Implement using pointers or arrays

MP4 User input

Program only takes a single number as input:

- · 1234
- 123abc, abc123, 35

sscanf(const char * s, const char * format) - reads data from s and parses input like scanf

- char *sentence = "I am a 1337 h4x0r"
- int x;
- sscanf(sentence, "%d", &x);

MP4 usage:

- int x; char post[2];
- sscanf(input, "%d1s", &x, post);

String	X	Post	retval
"ca75"	N/A	N/A	0
"1015"	1015	N/A	1
"5afe"	5	"afe"	2

Lab4 – Rolling Dice

Complete the 'roll_three' function

• Roll 3 dice, each generating a value $\in [1, 6]$

rand() - returns an integer between 0 and INT_MAX

How to use rand() to output values in required range?

{d1, d2, d3} = rand() % 6 + 1;

Check to see if any duplicates exists. If so print if either a double or a triple.