

1.

```
int a;
int* p;
a = 2;
p = &a;
a = a + 1;
printf("%d", *p);
3
```

2.

```
int a;
int* p;
a = 2;
p = a;
a = a + 2;
printf("%d", *p);
Program Crash
```

3.

```
int a;
int b;
int* p;
p = &a;
*p = 4;
p = &b;
*p = 3;
printf("%d %d", a,b);
4 3
```

4.

```
int a;
int b;
int* p;
int* q;
a = 3;
p = &a;
q = p;
*q = *q + 5;
printf("%d", *p);
8
```

5.

```
int a;
int* p;
a = 4;
p = &a;
printf("%d", (*p)/a);
1
```

6.

```
void double_ref(int* p) {
    (*p) = (*p) * 2;
}
int main() {
    int a = 5;
    double_ref(&a);
    printf("%d", a);
}
10
```

7.

```
int main() {
    char s[] = "hello";
    char d = s[4];
    char *p = s;
    p[2] = '\0';
    printf("%d %c %s", d, *(s + 4), s);
}
111 o he
```

8.

```
int a;
int* p;
a = 4;
p = &a;
printf("%d", (*p+1));
5
```

9.

```

void test_p(int *x){
    printf("%d ", x[3]);
}

void test_a(int x[]){
    printf("%d ", *(x+3));
}

int main() {
    int *b = (int *)malloc(4 * sizeof(int));
    int a[4];
    a[3] = 5;
    *(b+3) = 7;
    *(&a[3]) = 6;
    test_p(a);
    test_a(a);
}

```

6 6

10.

```

int main() {
    int x;
    int *px = &x;
    int y[] = {3,5,1,8};
    *(y+3) = 7;
    x = *(y+2);
    printf("%d %d", *px, y[3]);
}

```

1 7

11.

```

void foo(int *x, int y){
    *x = y;
    y++;
    x++;
}

int main() {
    int x = 3;
    int y = 8;
    foo(&x, y);
    printf("%d %d", x, y);
}

```

8 8

12.

```

int * foo(int x){
    int y = x;
    return &y;
}

int* bar(int x){
    int *ret = (int *) malloc(1 * sizeof(int));
    *ret = x;
    return ret;
}

int main() {
    int x = 3;
    int y = 8;
    int *px = foo(x);
    int *py = bar(y);
    printf("%d %d", *px, *py);
} // Possible issues with this code?

```

printf: seg fault

issue: foo returns the address of a local variable which goes out of scope after foo returns, dereferencing this address is not valid so seg fault occurs

13.

```

int main() {
    int x = 12;
    int y = 3;
    int *pi;
    double *pd;
    // fill in the blanks
    pi = (int *) malloc(x * sizeof(int));
    pd = (double *) malloc(y * sizeof(double));
}

```

14.

```

int main() {
    int x;
    int *p;
    int y[] = {3,4,7};
    p = y;
    x = *p++;
    printf("%d %d", x, *++p);
}

```

3 7