ID: week8
name:
neptun:
What appears on the screen?

```
int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
*a=*b;
printf("%d,%d",*p1,*p2);
return 0;
}
```

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int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
*p2=*p1+1;
printf("%d,%d",*p1,*p2);
return 0;
}
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int main(){
int a=1
int b=2
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int* p2=&b;
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}
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return 0;
}
```

ID: week8
name:
neptun:
Define a a pointer to an integer, change the integer value to 3!
(program fragment)

```
int main(){
int n=0;
//define a pointer to refer to n


//change the value to 3!


return 0;
}
```

ID: week8
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What appears on the screen?

```
int main(){
int a=1
int b=2
int* p1=&a;
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*a=*b;
printf("%d,%d",*p1,*p2);
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int a=1
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*p2=*p1-1;
printf("%d,%d",*p1,*p2);
return 0;
}
```

ID: week8
name:
neptun:
Define a a pointer to a double, change the integer value to 3.5!
(program fragment)

```
int main(){
double x=1.0;
//define a pointer to refer to n



//change the value to 3!



return 0;
}
```

ID: week8
name:
neptun:
What appears on the screen?

```
int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
*p2=*p1-1;
printf("%d,%d",*p1,*p2);
return 0;
}
```

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(program fragment)

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int main(){
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//change the value to 3!



return 0;
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}
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int a=1
int b=2
int* p1=&a;
int* p2=&b;
*p2=*p1-1;
printf("%d,%d",*p1,*p2);
return 0;
}
```

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```
int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
*a=*b;
printf("%d,%d",a,b);
return 0;
}
```

ID: week8
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What appears on the screen?

```
int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
b=a;
printf("%d,%d",*p1,*p2);
return 0;
}
```

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int main(){
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printf("%d,%d",a,b);
return 0;
}
```

ID: week8
name:
neptun:
Define a a pointer to a float, change the integer value to 3.5!
(program fragment)

```
int main(){
float x=1.0;
//define a pointer to refer to n


//change the value to 3!


return 0;
}
```

ID: week8
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neptun:
Define a a pointer to an integer, change the integer value to 3!
(program fragment)

```
int main(){
int n=0;
//define a pointer to refer to n


//change the value to 3!


return 0;
}
```

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(program fragment)

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int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
p1=p2;
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return 0;
}
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ID: week8
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What appears on the screen?

```
int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
*p2=*p1-1;
printf("%d,%d",*p1,*p2);
return 0;
}
```

ID: week8
name:
neptun:
Define a a pointer to a double, change the integer value to 3.5!
(program fragment)

```
int main(){
double x=1.0;
//define a pointer to refer to n


//change the value to 3!


return 0;
}
```

ID: week8
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neptun:
What appears on the screen?

```
int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
*a=*b;
printf("%d,%d",*p1,*p2);
return 0;
}
```

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int b=2
int* p1=&a;
int* p2=&b;
*p2=*p1-1;
printf("%d,%d",*p1,*p2);
return 0;
}
```

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(program fragment)

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int* p1=&a;
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What appears on the screen?

```
int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
*p2=*p1+1;
printf("%d,%d",*p1,*p2);
return 0;
}
```

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Define a a pointer to a float, change the integer value to 3.5!
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float x=1.0;
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//change the value to 3!


return 0;
}
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What appears on the screen?

```
int main(){
int a=1
int b=2
int* p1=&a;
int* p2=&b;
b=a;
printf("%d,%d",*p1,*p2);
return 0;
}
```

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What appears on the screen?

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int a=1
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int* p1=&a;
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*p2=*p1+1;
printf("%d,%d",*p1,*p2);
return 0;
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