

Quiz 4

PROBLEM SOLVING IN C
(CSCE 105, SUMMER 2006)

URL: <http://www.cse.unl.edu/~cstrope/csce105su06/>

(20 points)

2nd August, 2006

Name :
Course No : **CSCE105**

1. (5 points)

Given the following table (where ‘-’ indicates no value):

Type	Name	Memory Location	Value
int	x	0x234	10
int*	y	0x238	0x242
int	z	0x242	45
int*	b	0x250	-

What will the following lines of code output?

(a) `b = y;`
`y = &z;`
`*b = 15;`
`printf("%d %d\n", *y, *b);`

(b) `b = &x;`
`*b = 15;`
`*y = 13;`
`printf("%d %d\n", x, z);`
`y = b;`
`*b = 15;`
`*y = 13;`
`printf("%d %d\n", x, z);`

2. (15 points)

For the following code segment, write a function prototype, function definition, and function call that will cause the two `printf` statements marked with a '*' to display `x1` then `x2` and `x2` then `x1`, respectively.

```
#include <stdio.h>

-1->

int main() {
    int x1, x2;

    printf("Enter two numbers to be swapped > ");
    scanf("%d%d", &x1, &x2);
    * printf("x1: %5dx2: %5d\n", x1, x2);
    -2->
    * printf("x1: %5dx2: %5d\n", x1, x2);
    return 0;
}

-3->
```

Answer Box: