

Department of Computer Science
CSC215 – Procedural Programming
Lab 5. Basic Pointers

- 1) Define two integers. Then give them any value you prefer. Now, print out their addresses and their values.
- 2) Modify on the following code as required in the comment:

```
#include <stdio.h>
int main()
{
    int i = 5;
    int *p;

    p = &i;

    printf("i -- %d\n&i -- %d\np -- %d\n*p -- %d\n&p --
%d\n\n", i, &i, p, *p, &p);

    ++p;

    printf("i --> %d\n&i --> %d\np --> %d\n*p --> %d\n&p -->
%d\n\n", i, &i, p, *p, &p);

    // here change the value of i to 10 through the pointer p

    printf("i --> %d\n&i --> %d\np --> %d\n*p --> %d\n&p -->
%d", i, &i, p, *p, &p);
}
```

- 3) Write a C program that defines two integers and gives them any preferable values. Now, write a function that swaps the two integers values knowing that the function signature is:

```
void swap(int *num1, int *num2);
```