**\_\_\_\_\_**

1. Create a dynamic object to the following class then try to set the class members to 10 and ‘b’ respectively.

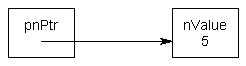
class MyClass

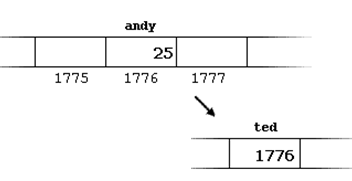
{public:

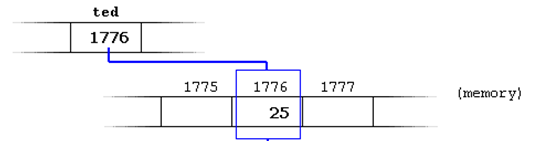
int m\_Number;

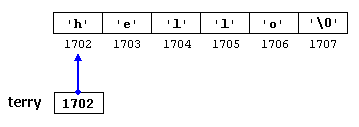
char m\_Character;

};

1. **Write the code fragment** 
   1. Create pointer p to point to an array of string a
   2. How to access the first element of array using the pointer
   3. How to change the pointer address to be pointed to the second element of the array a.
   4. The following figures :







1. Tracing the output.

* int anArray[5] = { 9, 7, 5, 3, 1 };

cout << \*(anArray+1) << endl;

#include <iostream>

using namespace std;

void bill(int x, int \*y)

{

cout << "The arguments passed to bill are x ="<< x << " \*y = " << \*y<<endl;

x = x + 5;

\*y = \*y + 5;

cout << "The arguments after being modified are x ="<< x << " \*y = " << \*y<<endl;

}

void main( )

{

int a = 5;

int b = 10;

cout << "The values before bill called are a ="<<a<<", b ="<< b<<endl;

bill (a,&b);

cout << "The values after bill are a ="<<a<<", b ="<< b<<endl;

}

* #include <iostream>

using namespace std;

int main ()

{

int numbers[5];

int \* p;

p = numbers; \*p = 10;

p++; \*p = 20;

p = &numbers[2]; \*p = 30;

p = numbers + 3; \*p = 40;

p = numbers; \*(p+4) = 50;

for (int n=0; n<5; n++)

cout << numbers[n] << ", ";

return 0;

}