



Student Name: .....	Student Number: .....
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**Q1: Tracing the output.**

```
//Assume the address of nValue is equal to 2333
int main(){
double nValue = 7;
double *pnPtr = &nValue;

cout << pnPtr << endl;
cout << pnPtr+1 << endl;
cout << pnPtr+2 << endl;
cout << pnPtr+3 << endl;
}
```

**OUTPUT:**

```
0x7ffeebf530
0x7ffeebf538
0x7ffeebf540
0x7ffeebf548
```

**Q2: Find the errors**

```
int nValue = 5;
double dValue = 7.0;

int *nPtr = &nValue;
double *dPtr = &dValue;
nPtr = &dValue;
dPtr = &nValue;
```

**Solve:**

```
nPtr = &dValue;
dPtr = &nValue;
beacues its different data type.
```



**Q3:Trace the following program and write the output:**

```
#include<iostream>
using namespace std;
////////////////////////////////////
class Person {
    // Data members of person
public:
    Person(int x) { cout << "Person::Person(int ) called" << endl; }
};

class Faculty : public Person {
    // data members of Faculty
public:
    Faculty(int x):Person(x) {
        cout<<"Faculty::Faculty(int ) called"<< endl;
    }
};

class Student : public Person {
    // data members of Student
public:
    Student(int x):Person(x) {
        cout<<"Student::Student(int ) called"<< endl;
    }
};

class TA : public Faculty, public Student {
public:
    TA(int x):Student(x), Faculty(x) {
        cout<<"TA::TA(int ) called"<< endl;
    }
};

void main() {
    TA ta1(30);
}
```

**OUTPUT:**

```
Person::Person(int ) called
Faculty::Faculty(int ) called
Person::Person(int ) called
Student::Student(int ) called
TA::TA(int ) called
```



```
#include <iostream>
using namespace std;
int main() {
    int *pc, c;

    c = 5;
    cout << "Address of c (&c): " << &c << endl;
    cout << "Value of c (c): " << c << endl << endl;

    pc = &c;    // Pointer pc holds the memory address of
variable c
    cout << "Address that pointer pc holds (pc): " << pc << endl;
    cout << "Content of the address pointer pc holds (*pc): " <<
*pc << endl << endl;

    c = 11;    // The content inside memory address &c is changed
from 5 to 11.
    cout << "Address pointer pc holds (pc): " << pc << endl;
    cout << "Content of the address pointer pc holds (*pc): " <<
*pc << endl << endl;

    *pc = 2;
    cout << "Address of c (&c): " << &c << endl;
    cout << "Value of c (c): " << c << endl << endl;

    return 0;
}
```

### **OUTPUT:**

```
Address of c (&c): 0x7ffeefbff52c
Value of c (c): 5
```

```
Address that pointer pc holds (pc): 0x7ffeefbff52c
Content of the address pointer pc holds (*pc): 5
```

```
Address pointer pc holds (pc): 0x7ffeefbff52c
Content of the address pointer pc holds (*pc): 11
```

```
Address of c (&c): 0x7ffeefbff52c
Value of c (c): 2
```



```
// C++ program to illustrate Pointer Arithmetic in C++
#include <iostream>
using namespace std;
void geeks()
{
    //Declare an array
    int v[3] = {10, 100, 200};

    //declare pointer variable
    int *ptr;

    //Assign the address of v[0] to ptr
    ptr = v;

    for (int i = 0; i < 3; i++)
    {
        cout << "Value at ptr = " << ptr << "\n";
        cout << "Value at *ptr = " << *ptr << "\n";

        // Increment pointer ptr by 1
        ptr++;
    }
}

//Driver program
int main()
{
    geeks();
}
```

#### OUTPUT:

```
Value at ptr = 0x7ffeefbff51c
Value at *ptr = 10
Value at ptr = 0x7ffeefbff520
Value at *ptr = 100
Value at ptr = 0x7ffeefbff524
Value at *ptr = 200
```