```
ID: week8
                                                                ID: week8
name:
                                                                name:
neptun:
                                                                neptun:
What appears on the screen?
                                                                What appears on the screen?
int main(){
                                                                int main(){
int a=1;
                                                                int a=1;
int b=2:
                                                                int b=2:
int* p1=&a;
                                                                int* p1=&a;
int* p2=&b;
                                                                int* p2=&b;
*p2=*p1+1;
                                                                *a=*b;
printf("%d,%d",*p1,*p2);
                                                                printf("%d,%d",a,b);
return 0;
                                                                return 0;
                                                                }
```

```
ID: week8
name:
neptun:
Define a a pointer to an integer, change its value to 3 trough
the pointer! (program fragment)
int main(){
int n=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;
p1=p2;
printf("%d,%d",*p1,*p2);
return 0;
}
```

```
ID: week8
                                                                 ID: week8
name:
                                                                 name:
neptun:
                                                                 neptun:
What appears on the screen?
                                                                 What appears on the screen?
int main(){
                                                                 int main(){
int a=1;
                                                                 int a=1;
int b=2:
                                                                 int b=2:
int* p1=&a;
                                                                int* p1=&a;
int* p2=&b;
                                                                 int* p2=&b;
                                                                 *a=*b;
*a=*b;
printf("%d,%d",*p1,*p2);
                                                                 printf("%d,%d",a,b);
return 0;
                                                                 return 0;
                                                                }
```

```
ID: week8
                                                                  ID: week8
name:
                                                                  name:
neptun:
                                                                  neptun:
Define a a pointer to a float, change its value to 3.5 trough the
                                                                  What appears on the screen?
                                                                  int main(){
pointer! (program fragment)
int main(){
                                                                  int a=1;
float x=1.0;
                                                                  int b=2;
//define a pointer to refer to x
                                                                  int* p1=&a;
                                                                  int* p2=&b;
                                                                  p1=p2;
                                                                  printf("%d,%d",*p1,*p2);
//change the value to 3.5!
                                                                  return 0;
                                                                  }
return 0;
```

```
ID: week8
                                                                   ID: week8
name:
                                                                   name:
neptun:
                                                                   neptun:
Define a a pointer to a float, change its value to 3.5 trough the
                                                                  What appears on the screen?
pointer! (program fragment)
                                                                   int main(){
int main(){
                                                                  int a=1;
float x=1.0:
                                                                  int b=2:
//define a pointer to refer to x
                                                                  int* p1=&a;
                                                                   int* p2=&b;
                                                                   *a=*b;
//change the value to 3.5!
                                                                   printf("%d,%d",a,b);
                                                                   return 0;
                                                                  }
return 0;
```

```
ID: week8
                                                                  ID: week8
name:
                                                                  name:
neptun:
                                                                  neptun:
What appears on the screen?
                                                                  Define a a pointer to a float, change its value to 3.5 trough the
int main(){
                                                                  pointer! (program fragment)
int a=1;
                                                                  int main(){
                                                                  float x=1.0;
int b=2;
int* p1=&a;
                                                                  //define a pointer to refer to x
int* p2=&b;
b=a:
printf("%d,%d",*p1,*p2);
                                                                  //change the value to 3.5!
return 0;
                                                                  return 0;
```

```
ID: week8
                                                                   ID: week8
name:
                                                                   name:
neptun:
                                                                   neptun:
Define a a pointer to a float, change its value to 3.5 trough the
                                                                   Define a a pointer to a double, change its value to 3.5 through
pointer! (program fragment)
                                                                   a pointer! (program fragment)
int main(){
                                                                   int main(){
float x=1.0:
                                                                   double x=1.0:
//define a pointer to refer to x
                                                                   //define a pointer to refer to x
//change the value to 3.5!
                                                                   //change the value to 3.5!
return 0;
                                                                   return 0;
```

```
ID: week8
                                                                 ID: week8
name:
                                                                 name:
neptun:
                                                                 neptun:
What appears on the screen?
                                                                 What appears on the screen?
int main(){
                                                                 int main(){
int a=1;
                                                                 int a=1:
int b=2;
                                                                 int b=2;
int* p1=&a;
                                                                 int* p1=&a;
int* p2=&b;
                                                                 int* p2=&b;
                                                                 *p2=*p1-1;
p1=p2;
                                                                 printf("%d,%d",*p1,*p2);
printf("%d,%d",*p1,*p2);
return 0;
                                                                 return 0;
                                                                }
```

```
ID: week8
                                                                 ID: week8
name:
                                                                 name:
neptun:
                                                                 neptun:
What appears on the screen?
                                                                 What appears on the screen?
int main(){
                                                                 int main(){
int a=1;
                                                                 int a=1;
int b=2:
                                                                 int b=2:
int* p1=&a;
                                                                int* p1=&a;
int* p2=&b;
                                                                 int* p2=&b;
                                                                 *a=*b;
*a=*b;
printf("%d,%d",a,b);
                                                                 printf("%d,%d",*p1,*p2);
return 0;
                                                                 return 0;
                                                                }
```

```
ID: week8
name:
neptun:
Define a a pointer to a double, change its value to 3.5 through a pointer! (program fragment)
int main(){
  double x=1.0;
//define a pointer to refer to x

//change the value to 3.5!

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;
  p1=p2;
  printf("%d,%d",*p1,*p2);
  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;
b=a;
printf("%d,%d",*p1,*p2);
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;
}
```

```
ID: week8
name:
neptun:
What appears on the screen?
int main(){
int a=1;
int b=2;
int* p1=&a;
int* p2=&b;
p1=p2;
printf("%d,%d",*p1,*p2);
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;
*a=*b;
printf("%d,%d",a,b);
return 0;
}
```

```
ID: week8
                                                                 ID: week8
name:
                                                                 name:
neptun:
                                                                 neptun:
What appears on the screen?
                                                                 What appears on the screen?
int main(){
                                                                 int main(){
int a=1;
                                                                 int a=1;
int b=2:
                                                                 int b=2:
int* p1=&a;
                                                                 int* p1=&a;
int* p2=&b;
                                                                 int* p2=&b;
*p2=*p1-1;
                                                                 p1=p2;
                                                                 printf("%d,%d",*p1,*p2);
printf("%d,%d",*p1,*p2);
return 0;
                                                                 return 0;
                                                                 }
ID: week8
                                                                 ID: week8
name:
                                                                 name:
neptun:
                                                                 neptun:
Define a a pointer to a float, change its value to 3.5 trough the
                                                                 Define a a pointer to an integer, change its value to 3 trough
pointer! (program fragment)
                                                                 the pointer! (program fragment)
int main(){
                                                                 int main(){
float x=1.0;
                                                                 int n=0;
```

//define a pointer to refer to n

//change the value to 3!

return 0;

//define a pointer to refer to x

//change the value to 3.5!

return 0;

```
ID: week8
                                                                  ID: week8
name:
                                                                  name:
neptun:
                                                                  neptun:
What appears on the screen?
                                                                  Define a a pointer to an integer, change its value to 3 trough
int main(){
                                                                  the pointer! (program fragment)
                                                                  int main(){
int a=1;
                                                                  int n=0;
int b=2:
int* p1=&a;
                                                                 //define a pointer to refer to n
int* p2=&b;
*p2=*p1+1;
printf("%d,%d",*p1,*p2);
                                                                 //change the value to 3!
return 0;
                                                                  return 0;
```

```
ID: week8
                                                                  ID: week8
name:
                                                                  name:
neptun:
                                                                  neptun:
What appears on the screen?
                                                                  Define a a pointer to a double, change its value to 3.5 through
int main(){
                                                                  a pointer! (program fragment)
int a=1;
                                                                  int main(){
                                                                  double x=1.0;
int b=2;
int* p1=&a;
                                                                 //define a pointer to refer to x
int* p2=&b;
*a=*b;
printf("%d,%d",*p1,*p2);
                                                                 //change the value to 3.5!
return 0;
                                                                  return 0;
```

```
ID: week8
                                                                ID: week8
name:
                                                                name:
neptun:
                                                                neptun:
What appears on the screen?
                                                                What appears on the screen?
int main(){
                                                                int main(){
int a=1;
                                                                int a=1;
int b=2:
                                                                int b=2:
int* p1=&a;
                                                                int* p1=&a;
int* p2=&b;
                                                                int* p2=&b;
                                                                *p2=*p1+1;
b=a;
printf("%d,%d",*p1,*p2);
                                                                printf("%d,%d",*p1,*p2);
return 0;
                                                                return 0;
                                                                }
```

```
ID: week8
name:
neptun:
Define a a pointer to an integer, change its value to 3 trough the pointer! (program fragment)
int main(){
int n=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;
p1=p2;
printf("%d,%d",*p1,*p2);
return 0;
}
```

```
ID: week8
                                                                  ID: week8
name:
                                                                  name:
neptun:
                                                                  neptun:
Define a a pointer to an integer, change its value to 3 trough
                                                                  What appears on the screen?
the pointer! (program fragment)
                                                                  int main(){
int main(){
                                                                  int a=1;
int n=0;
                                                                  int b=2:
//define a pointer to refer to n
                                                                  int* p1=&a;
                                                                  int* p2=&b;
                                                                  b=a;
//change the value to 3!
                                                                  printf("%d,%d",*p1,*p2);
                                                                  return 0;
                                                                  }
return 0;
```

```
ID: week8
                                                                  ID: week8
name:
                                                                  name:
neptun:
                                                                  neptun:
What appears on the screen?
                                                                  Define a a pointer to a double, change its value to 3.5 through
int main(){
                                                                  a pointer! (program fragment)
int a=1;
                                                                  int main(){
                                                                  double x=1.0;
int b=2;
int* p1=&a;
                                                                 //define a pointer to refer to x
int* p2=&b;
*a=*b;
printf("%d,%d",*p1,*p2);
                                                                 //change the value to 3.5!
return 0;
                                                                  return 0;
```