**TUGAS PRAKTIKUM 26**

**POINTER 3**



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1. Tugas Pendahuluan.
	1. A. Listing

main()

{

 static char \*days[] = {"Sun", "Mon", "Tues", "Wed","Thu","Fri", "Sat"};

 int i;

 for( i = 0; i < 6; ++i )

 printf( "%s\n", days[i]);

}

|  |  |  |
| --- | --- | --- |
| Variabel | Alamat | Nilai |
| day [0] | 00402000 | FF40 |
| day [1] | 00402002 | FF42 |
| day [2] | 00402004 | FF44 |
| day [3] | 00402006 | FF46 |
| day [4] | 00402008 | FF48 |
| day [5] | 00402010 | FF50 |
| day [6] | 00402012 | FF52 |
| i | 0060FEFC | ~~0 1 2 3 4 5~~ 6 |

1. Output

.

* 1. A. Listing

main()

{

 int a, \*b, \*\*c;

 a = 155;

 b = &a;

 c = &b;

 printf("Nilai a = %d atau %d atau %d\n", a, \*b, \*\*c);

 printf("b = %p = alamat a di memori\n", b);

 printf("c = %p = alamat b di memori\n", c);

 printf("alamat c di memori = %p\n", &c);

}

|  |  |  |
| --- | --- | --- |
| Variabel | Alamat | Nilai |
| a | 0060FEFC | 155 |
| b | 0060FEF8 | 0060FEFC |
| c | 0060FEF4 | 0060FEF8 |

1. Output



* 1. A.Listing

main()

{

 int var\_x = 273;

 int \*ptr1;

 int \*\*ptr2;

 ptr1 = &var\_x;

 ptr2 = &ptr1;

 printf("Nilai var\_x = \*ptr1 = %d\n", \*ptr1);

 printf("Nilai var\_x = \*\*ptr2 = %d\n\n", \*\*ptr2);

 printf("ptr1 = &var\_x = %p\n", ptr1);

 printf("ptr2 = &ptr1 = %p\n", ptr2);

 printf(" &ptr2 = %p\n", &ptr2);

}

|  |  |  |
| --- | --- | --- |
| Variabel | Alamat | Nilai |
| var\_x | 0060FEFC | 273 |
| ptr1 | 0060FEF8 | 0060FEFC |
| ptr2 | 0060FEF4 | 0060FEF8 |

B.Output



* 1. Listing

main()

{

 int a, \*b, \*\*c;

 a = 1975;

 b = &a;

 c = &b;

 printf("Nilai a = %d atau %d atau %d\n", a, \*b, \*\*c);

 printf("b = %p = alamat a di memori\n", b);

 printf("c = %p = alamat b di memori\n", c);

 printf("alamat c di memori = %p\n", &c);

}

|  |  |  |
| --- | --- | --- |
| Variabel | Alamat | Nilai |
| a | 0060FEFC | 1975 |
| b | 0060FEF8 | 0060FEFC |
| c | 0060FEF4 | 0060FEF8 |

B.Output



* 1. Listing

int \*i;

 int j=10,

 k, m[]={2, 5};

 int \*\*l;

 i = m; i++;

 \*i = j;

 j = \*i;

 i = &j;

 k = \*(&j);

 l = &i;

|  |  |  |
| --- | --- | --- |
| Variabel | Alamat | Nilai |
| j | AF42 | ~~10~~ 10 |
| k | AF44 | 10 |
| m[0] | AF46 | 2 |
| m[1] | AF48 | ~~5~~ 10 |
| i | AF40 | ~~AF46~~~~AF48~~AF42 |
| l | FA50 | AF40 |



|  |  |  |  |
| --- | --- | --- | --- |
| Variabel | Benar | Salah | Alasan |
| a = c ; |  | x | a = c salah, karena a adalah array sedngkan c adalah variabel |
| \*c = 6;  |  | x | \*c = 6 salah, karena c bukan pointer |
| a[2] = c; | x |  | a[2] = c benar, karena a adalah array yang sudah mempunyai nilai dan bisa diganti oleh nilai c |
| \*ptr2 = c; | x |  | \*ptr2 = c benar, karena pointer menunjuk c |
| &ptr1 = c; |  | x | &ptr1 = c salah, karena &ptr1 adalah alamat sedangkan c adalah variabel yang mempunyai nilai |
| \*(ptr2 + 1) = \*(a + 3); | x |  | Benar, karena ponter menunjuk ke pointer |
| c= \* (ptr2 + 1); | x |  | Benar, karena variabel berisi pointer dan tida ada kesalahan |
| c = &ptr1;  |  | x | Salah, karena jika variabel diisi alamat, maka nilainya nanti random |
| c = a[3] + 2; | x |  | Benar, karena variabel dapat diisi oleh array dari nilai tertentu |
| \*(ptr2 + 2) = \*ptr1; | x |  | Benar, karena pointer menunjuk ke pointer |

* 1. Listing

int a[5] = {2,4,8,1,23};

 int c = 5;

 int \*ptr1 = &c;

 int \*ptr2 = a;