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IN-CLASS EXERCISE

Address syntax 1

For this exercise, assume: `sizeof(int)==4` && `sizeof(char)==1` && `sizeof(void*)==8`

Initializing new variables

// c1 is a char initialized to 55 ('7') with an integer literal

sizeof(c2) ==

// c2 is a char initialized to 53 ('5') with an integer literal

sizeof(c2) ==

// s1 is the address of the first char in a string stored in the data
// segment: "75"

sizeof(s1) ==

// s2 is an array of char (a string) stored on the stack and initialized
// to "75" using a string literal.

sizeof(s2) ==

// s3 is an array of char (a string) stored on the stack and initialized
// to "75" using an array initializer containing character literals.

sizeof(s3) ==

// s4 is an array of char (a string) stored on the stack and initialized
// to "75" using an array initializer containing integer literals.

sizeof(s4) ==

// s5 is the address of c1.

Output:

// a s5 is the address of s5.

Output:

Copy from page 1

```
// s4 is an array of char (a string) stored on the stack and initialized  
// to "75" using an array initializer containing integer literals.
```

```
// s5 is the address of c1.
```

```
// a_s5 is the address of s5.
```

Using addresses in expressions

```
// Print s4 using ordinary C (i.e., not printf).
```

Output:

```
// Print s5 without using the variable name c1. Use s5, *, and ordinary C.
```

Output:

```
// Print s5 without using the variable name c1. Use s5, [...] and ordinary C.
```

Output:

```
// Print s5 without using the variable name c1. Use a_s5, *, and ordinary C.
```

Output:

Assignments

```
// Store '?' in c1 without using the variable name c1. Use s5 and *.
```

sizeof(s5) ==

```
// Store '@' in c1 without using the variable name c1. Use s5 and [...].
```

sizeof(s5) ==

```
// s5 gets the address of c2.
```

sizeof(s5) ==

```
// s5 gets the address of the last character in s4.
```

sizeof(s5) ==