

Behold the procedure **a()**:

```
typedef unsigned long UL;

void a(unsigned long *d,
        unsigned int *j,
        unsigned int *k)
{
    int i;
    printf("d      = 0x%016lx\n", (UL) d);
    printf("j      = 0x%016lx\n", (UL) j);
    printf("k      = 0x%016lx\n\n", (UL) k);
    printf("*j     = 0x%08x\n", *j);
    printf("*k     = 0x%08x\n\n", *k);

    for (i = 0; i < 10; i++) {
        printf("d[%d] = 0x%016lx\n", i, d[i]);
    }
}
```

When I run this, I get the following output:

```
d      = 0x00007f9cec401798
j      = 0x00007f9cec4017e8
k      = 0x00007f9cec401790

*j     = 0xe3c017ff
*k     = 0x00c01705

d[0] = 0x00007f9cec4017c8
d[1] = 0x00007f9cec4017e8
d[2] = 0x00007f9cec4017e0
d[3] = 0x00007f9cec401798
d[4] = 0x00007f9cec4017d8
d[5] = 0x00007f9cec4017b0
d[6] = 0x00007f9cec4017c8
d[7] = 0x00007f9cec4017e8
d[8] = 0x00007f9cec401798
d[9] = 0x00007f9cec4017d8
```

My machine has 8 byte pointers and is in little endian.

Please answer the following questions:

Q1: What is the byte, in hex, at address 0x00007f9cec4017e8?

Q2: What is the byte, in hex, at address 0x00007f9cec4017e9?

Q3: What is the byte, in hex, at address 0x00007f9cec4017a8?

Q4: What will the following **printf()** statement print?

```
printf("0x%08lx\n", k[4]);
```

Q5: What will the following **printf()** statement print?

```
unsigned int **x;

x = (unsigned int **) d[5]
printf("0x%08x\n", **x);
```

Answers Without Explanation

Q1: 0xff
Q2: 0x17
Q3: 0xe0
Q4: 0xec4017e8
Q5: 0xec4017c8

Answering without drawing out memory

My first set of answers will just use logic and knowledge of pointers. It's how I would answer the question if I were given this question as a clicker question. The second set of answers requires more work -- I'll draw out everything I know about memory. It's how I would answer the question on an exam, where I have more time and *really* want to make sure I get it right.

Question 1

This address is equal to `j`, so this is the first byte of `*j`. Remember that the machine is little endian, so the first byte of `*j` is 0xff.

Question 2

This is the second byte of `*j`; 0x17.

Question 3

We need to use `d` to answer this. The pointer value in the question is 16 bytes greater than `d`. So, this is the first byte of `d[2]`. Again -- little endian -- so 0xe0.

Question 4

`k[4]` is equal to `*(k+4)`. Since each element of `k` is four bytes, `(k+4)` is 0x00007f9cec4017a0. That's eight bytes more than `d`, so this is the first four bytes of `d[1]`: 0xec4017e8.

Question 5

The hardest question. `d[5]` is 0x00007f9cec4017b0, which is `(d+3)`. So, `*x` is equal to `d[3]`, which is 0x00007f9cec401798. That address is equal to `d`, so `**x` is equal to the first four bytes of `d[0]`: 0xec4017c8.

Answering by drawing out memory

On an exam, I would cut-and-paste **d**, and then add everything I know about **d**, **j** and **k** (and even **x**). I'll put *'s for bytes I don't know. I'll also label the bytes with their byte number in hex, so that the little endian is less confusing. From this labeled drawing, I can get all of the answers. It may help you understand them, too, so this is a good exercise for you:

What	Address	What	Value
			7 6 5 4 3 2 0 1
(k+0)	0x00007f9cec401790	k[1] k[0]	= 0x*****00c01705
*x (k+2) (d+0)	0x00007f9cec401798	**x k[3] k[2] d[0]	= 0x00007f9cec4017c8
(k+4) (d+1)	0x00007f9cec4017a0	k[5] k[4] d[1]	= 0x00007f9cec4017e8
(d+2)	0x00007f9cec4017a8	d[2]	= 0x00007f9cec4017e0
x (d+3)	0x00007f9cec4017b0	*x d[3]	= 0x00007f9cec401798
(d+4)	0x00007f9cec4017b8	d[4]	= 0x00007f9cec4017d8
(d+5)	0x00007f9cec4017c0	x d[5]	= 0x00007f9cec4017b0
(d+6)	0x00007f9cec4017c8	d[6]	= 0x00007f9cec4017c8
(d+7)	0x00007f9cec4017d0	d[7]	= 0x00007f9cec4017e8
(d+8)	0x00007f9cec4017d8	d[8]	= 0x00007f9cec401798
(d+9)	0x00007f9cec4017e0	d[9]	= 0x00007f9cec4017d8
j	0x00007f9cec4017e8	*j	= 0x*****e3c017ff

- Question 1
- Question 2
- Question 3
- Question 4
- Question 5