

- 12) $p = \&c$; Correcte
- 13) $c = *p$; Correcte
char char

↓
 $d.n \iff (*pe).n \iff pe \rightarrow n$

Ex 4.3: Struct Comp

char ch[10]
double n

- 1°) $d.n = *p$; Correcte Struct Comp e_i
double double " " [*pe]

- 2°) $pe \rightarrow n = 7.0$; leg = 1 mais dangereux
double double

- 3°) $pe = \&e$; $pe \rightarrow n = 7.0$; Correcte
initialisation du pointeur }
pe }
} }
} }

- 4°) $pe = \text{malloc}(\text{struct Comp})$; } leg = 1
- 5°) $pe = (\text{struct Comp } *) \text{malloc}(\text{struct Comp})$; }