

# Exercise – Applying Pointers

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```
// PRE: [b, e) and [o, o+(e-b)) are disjoint
//      valid ranges
void f (int* b, int* e, int* o) {
    while (b != e) {
        --e;
        *o = *e;
        ++o;
    }
}
```

**Variable**

**Value**

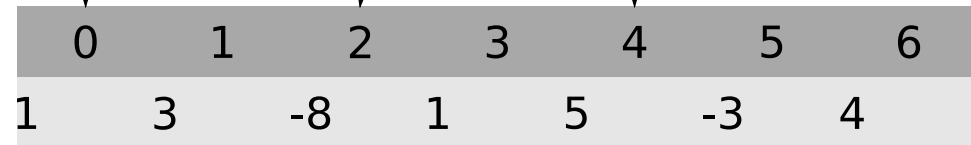
b



e



o



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Now determine a POST-condition for the function.

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}
```

# Exercise – Applying Pointers

```
// PRE: [b, e) and [o, o+(e-b)) are disjoint
//       valid ranges
// POST: The range [b, e) is copied in reverse
//       order into the range [o, o+(e-b))
void f (int* b, int* e, int* o) {
    while (b != e) {
        --e;
        *o = *e;
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    }
}
```

# Exercise – Valid Inputs

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- Which of these inputs are valid?

```
int* a = new int[5];  
// Initialise a.  
a) f(a, a+5, a+5);  
b) f(a, a+2, a+3);  
c) f(a, a+3, a+2);
```

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    }  
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```

# Exercise – Valid Inputs

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int* a = new int[5];  
// Initialise a.  
a) f(a, a+5, a+5); X  
b) f(a, a+2, a+3);  
c) f(a, a+3, a+2);
```

$[o, o+(e-b))$   
is out of bounds

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Ranges not  
disjoint

# Exercise – const Correctness

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- Make the function `const`-correct.

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//      valid ranges
void f (int* b, int* e, int* o) {
    while (b != e) {
        --e;
        *o = *e;
        ++o;
    }
}
```

# Exercise – const Correctness

- Make the function `const`-correct.

```
// PRE: [b, e) and [o, o+(e-b)) are disjoint
//      valid ranges
void f (const int* const b, const int* e, int* o) {
    while (b != e) {
        --e;
        *o = *e;
        ++o;
    }
}
```