

```
void foo(int x, int* y, int z[]) {
    x = x + *y + z[1];
    *y = 54;

    y = &x;
    *y = 66;

    z[0] = z[1];
    z[1] = z[2];

    printf("%i %i %i %i\n", x, *y, z[0], z[1]);
}

int main() {
    int a = 4;
    int b = 100;
    int* c = &a;
    int d[] = {8, 30, 60};

    foo(b, c, d);

    printf("%i %i %i %i %d\n", a, b, *c, d[0], d[1]);
    return EXIT_SUCCESS;
}
```

Practice Problem 2:

Draw a box-and-pointer diagram to indicate what the following snippets of code are doing. Also show what is output.

Arrays can be thought of as pointers (to the beginning of the array), so treat them as such in this problem.

Output:

Box and pointer diagram (you can just cross out things to show how they change as the code executes):