

## Soluzioni 15-06-2009

ES1

```
bool palindroma(const char par[], int begin, int end) {
    if (begin>=end) return true;
    if (par[begin]==par[end])
        return palindroma(par,begin+1,end-1);
    return false;
}
```

ES2

```
void fondi(elem*& l1, elem* l2) {
    elem* q1=l1,* p1=l1,* r;
    for (elem* p2=l2; p2!=0; p2=p2->pun)
    {
        for (;q1!=0 && q1->num<p2->num; q1=q1->pun) p1=q1;
        if (q1==0 || q1!=0 && q1->num>p2->num)
        {
            r=new elem;
            r->num= p2->num;
            r->pun=q1;
            if (q1==l1) l1=r;
            else p1->pun=r;
        }
    }
}
```

ES3

```
int** occur(int coor[][2], int n, int q)
{
    int** mat=new int*[q];
    for (int i=0; i<q; i++)
    {
        mat[i]=new int[q];
        for (int j=0;j<q;j++)
            mat[i][j]=0;
    }
    for(int i=0; i<n; i++)
        if (coor[i][0]<q && coor[i][1]<q)
            mat[coor[i][0]][coor[i][1]]=1;
        else exit(1);
    return mat;
}
```

ES4

$(323)_6 = (123)_{10} = (1323)_4$   
 $(10001101)_{\text{compl2}} = (-92)_{10}$

ES5

A::x=3  
D  
B::x=3  
C::x=4  
A::f() x=3  
C::f() x=4  
C::f() x=4  
via C  
via B  
Via D  
via A

ES6

**-2**  
-2  
-1  
ecc. char da g  
fine g  
9  
fine main  
  
**-1**  
-1  
0  
ecc. char da main  
fine main  
  
**0**  
0  
1  
int da main  
fine main