Friday questions week 2

1. Consider an array int a[10] and a pointer int* p. After the statement:
   
   ```
   p = &a[2];
   ```
   
   What does p + 2 mean?
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3. If we also have int* q = &a[5], what does q - p mean?
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4. How can you allocate memory for a matrix of double elements when the number of rows and columns is unknown at compile-time and you wish to be able to use e.g. a[i][j] notation?
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5. Continued from previous question: if you want to perform only one call to malloc/calloc, how can you then solve the problem?
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6. Which potential risks are there with using realloc?
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7. A macro can have parameters. Why is it a bad idea to define a macro square as:
   
   ```
   square(a) a*a
   ```
   
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