1. Declare an array that could be used to store 100 numeric values.

```c
int arr[100];
```

2. Declare and initialize a pointer variable that could be used to access your array above.

```c
int *ptr = arr;
```

3. Write a for-loop that will fill your array with the numbers 1 through 100.

```c
for (int i=0; i<100; i++)
    arr[i] = i + 1;
```

4. Look at the structure definition below. Declare your own instance of the structure.

```c
struct Shape {
    int height;
    int width;
} rectangle;

Shape myshape;
```

5. Using `cout` or `printf`, write a statement that will display the data members of the structure above.

```c
cout << myshape.height << " " << myshape.width;
```