// pointer is use to store the address of the anather variable

#include <stdio.h>

int main() {

int v=39;

int \*n=&v;

printf("%d \n",\*n); //print the value of variable.

printf("%p \n",n); //hexadesimal print address of the varible

printf("%p \n ",&n);//hexadesimal print address of the pointer

return 0;

}