

$\text{int } *p = (\text{int } *) \text{9}$   
 add of int- (add of ptr)

$\text{int } *p = \text{9}$

$\rightarrow a[1][2] = \{1, 9, 3, 4, 5, 6\}$

$**pp = \&p$

$*++pp--$

$p = **p$

$++pp$

$pp = pp + 1$

$= 120 + 1$

$pp = 124$

$(\text{int } *)$

$*++pp--$

$++pp$

$*pp = *pp + 1$

$= *(124) + 1$

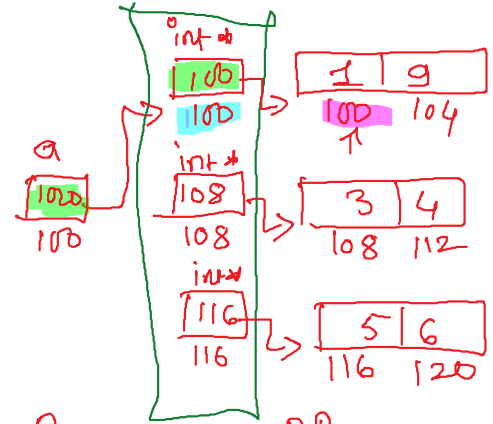
$= 100 + 1 \quad *pp = 104$

$pp--$

$pp = pp - 1$

$= 124 - 1$

$pp = 120$



$*p \quad **pp$   
 $9 - 9 = 0$

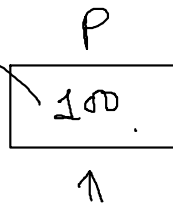
$\text{int num} = 5;$

$\text{int } *p = \&\text{num};$

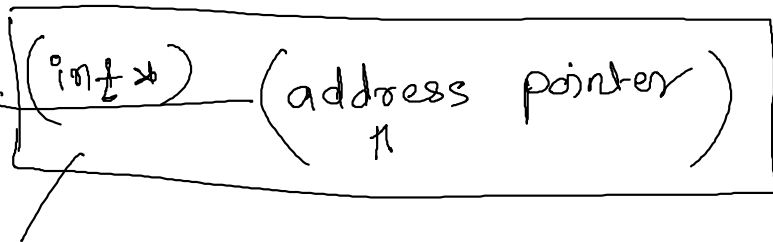
$*p;$

$2 + *p = 2 + (100)$   
 $= 2 + 5$

add of int-



add of int-



$\text{char } *p = \&\text{num};$   
 ready to store  
 add of char  
 add of int-

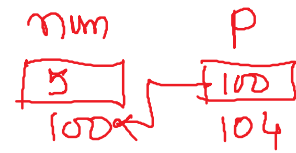
\*++p      \*(p = p + 1)  
 \*p++      ① \*p    ② p = p + 1

++\*p++

(\*p)++      \*p = \*p + 1

++\*p      \*p = \*p + 1

p++      p = p + 1



int x = 2 + \*p;  
           2 + 5  
           x = 7

int x = \*p++;

x = \*(100)    x = 5  
 p = p + 1 = 104

# Structure

Saturday, April 1, 2023 2:32 PM

```
struct student  
{  
    int rollno;  
    char sname[20];  
    int total;  
};
```

struct student

```
struct date  
{  
    int day;  
    int month;  
    int year;  
};
```

struct date

int  
4

enum colors { ... };

Pure Declaration of Datatype. // blueprint / skeleton / prototype.

S1

rollno	sname	total
101	abc	678
int	char[3]	int
4 byte	20 bytes	4 byte
100	104	124

28 bytes

S1.rollno

S1.sname

S1.total

S3.rollno = S1.rollno

strcpy(S3.sname, S1.sname)

S3.total = S1.total

S3 = S1

S2

rollno	sname	total
102		
int	char[3]	int
4 byte	20 bytes	4 byte
200	204	224

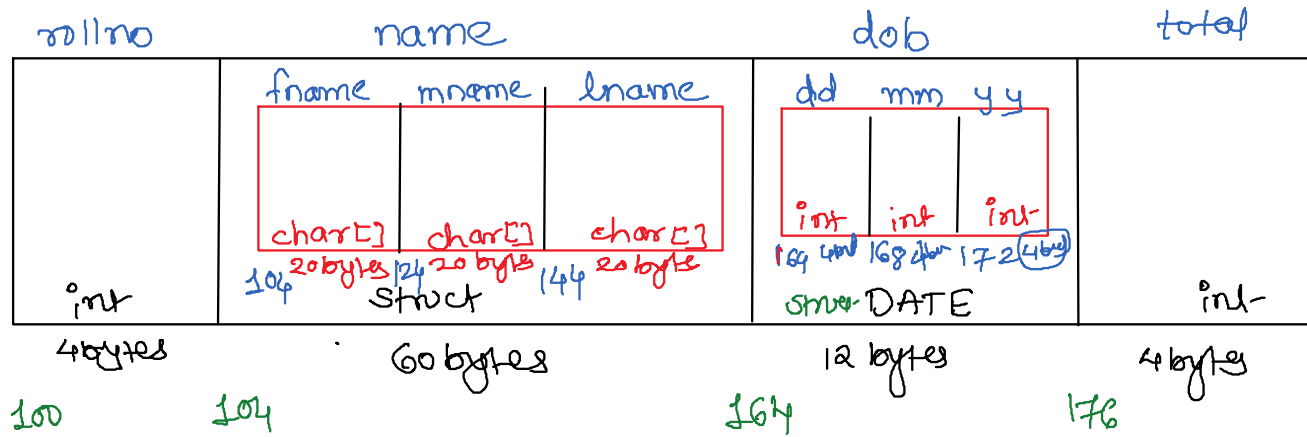
28 bytes

S3

rollno	sname	total
101	abc	678
int	char[3]	int
4 byte	20 bytes	4 byte
300	304	324

28 bytes

S1



S1.dob.dd  
 80 bytes.  
 S1.name.fname

