C exp8pointer.c > ...

```c

#include <stdio.h>

int main() {
    int a = 10;
    float b = 5.5;
    char c = 'X';

    int *p1 = &a;
    float *p2 = &b;
    char *p3 = &c;

    printf("Value of a: %d, Pointer: %p\n", *p1, p1);
    printf("Value of b: %.2f, Pointer: %p\n", *p2, p2);
    printf("Value of c: %c, Pointer: %p\n", *p3, p3);

    return 0;
}

```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE PORTS

```
PS C:\Users\abiga\OneDrive\Desktop\Absproj> cd "c:\Users\abiga\OneDrive\Desktop\Absproj\" ; if ($?) { gcc exp8pointer.c -o exp8pointer } ; if ($?) { .\exp8pointer }
Value of a: 10, Pointer: 0061FF10
Value of b: 5.50, Pointer: 0061FF0C
Value of c: X, Pointer: 0061FF0B
PS C:\Users\abiga\OneDrive\Desktop\Absproj>
```

Experiment - 8 : Pointers.

1. Declare different types of pointers (int, float, char) & initialize them with the addresses of variables.
Print the values of both the pointers and the variables they point to.

```
#include <stdio.h>
int main() {
  int a = 10;
  float b = 5.5;
  char c = 'X';

  int *p1 = &a;
  float *p2 = &b;
  char *p3 = &c;
printf("Value of a: %d, Pointer: %p\n", *p1, p1);
printf("Value of b: %.2f, Pointer: %p\n", *p2, p2);
printf("Value of c: %c, Pointer: %p\n", *p3, p3);
  return 0;
}
```