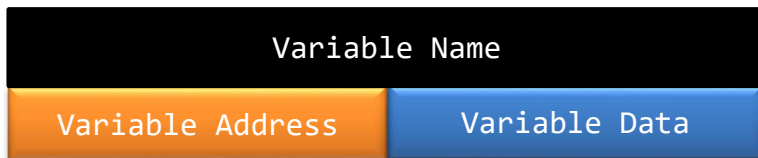


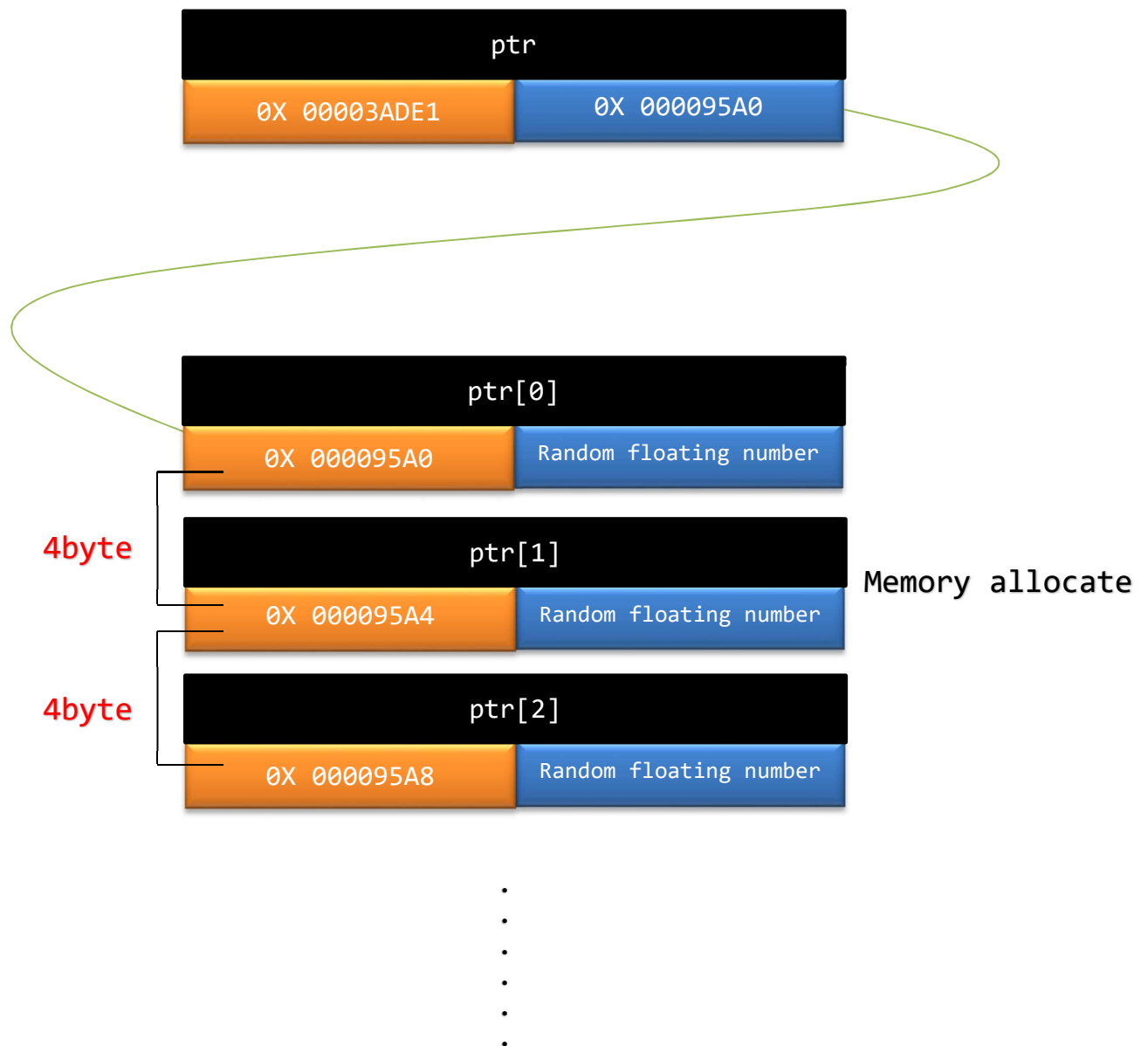
## Inside main:

Diagram Form:



Example:





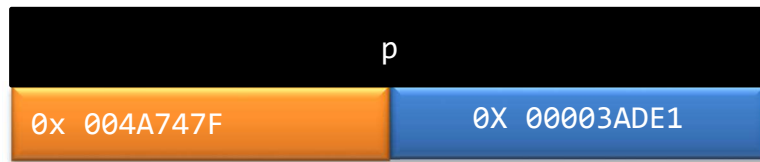
Left side of equation is the data form we access  
 And the right side is the data we would get

```
&ptr    =  0X 00003ADE1
ptr      =  0X 000095A0
*ptr     =  Random floating number 1
```

```
*(ptr+1)=  Random floating number 2
*(ptr+2)=  Random floating number 3
```

```
ptr[0] =  Random floating number 1
ptr[1] =  Random floating number 2
ptr[2] =  Random floating number 3
```

## Inside malloc\_float2:



Left side of equation is the data form we access  
And the right side is the data we would get

<code>&amp;p = 0x 004A747F</code>	
<code>p = 0X 00003ADE1</code>	<code>&amp;ptr = 0X 00003ADE1</code>
<code>*p = 0X 000095A0</code>	<code>ptr = 0X 000095A0</code>
<code>**P = Random floating number 1</code>	<code>*ptr = Random floating number 1</code>