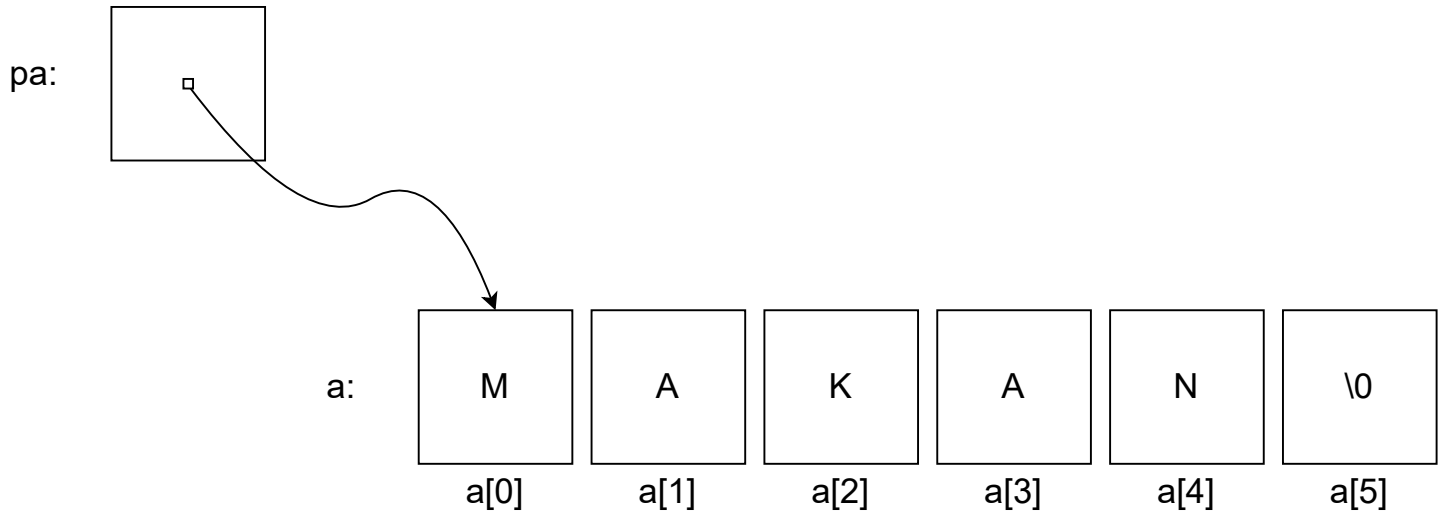
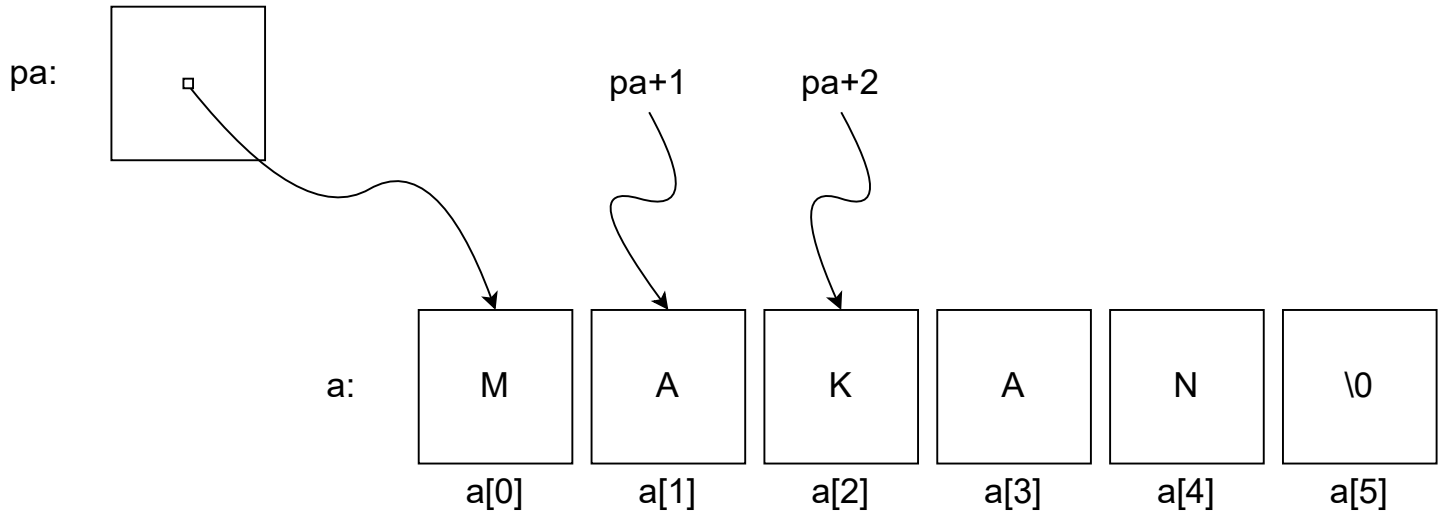
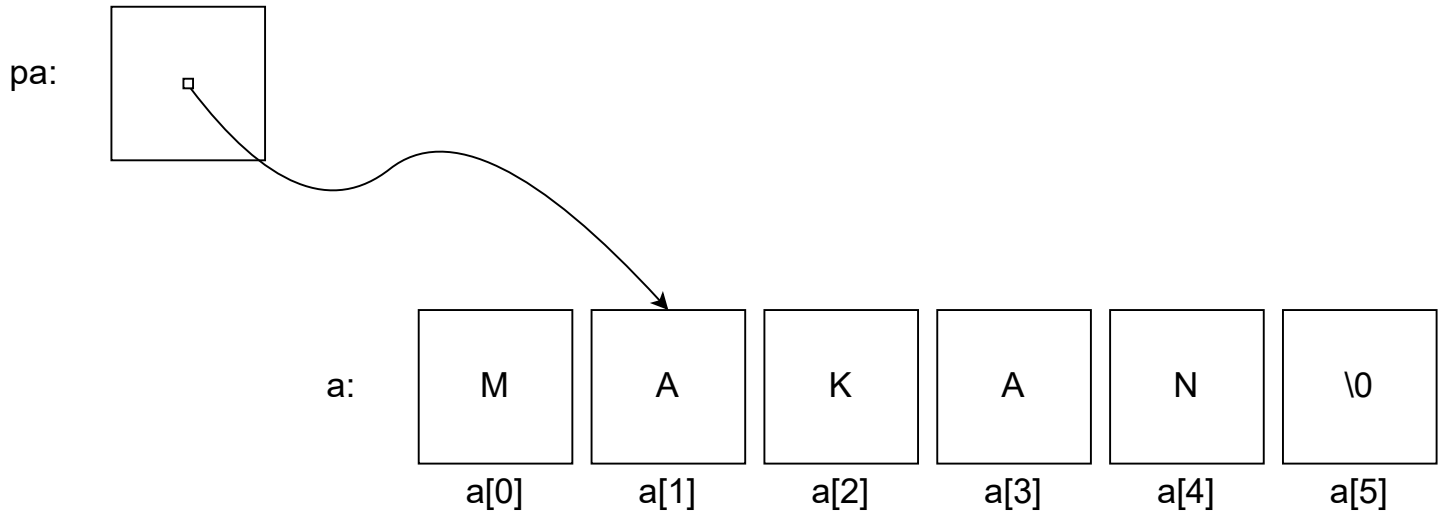
```
char a[6] = "MAKAN";
char *pa;
pa = &a[0];
```



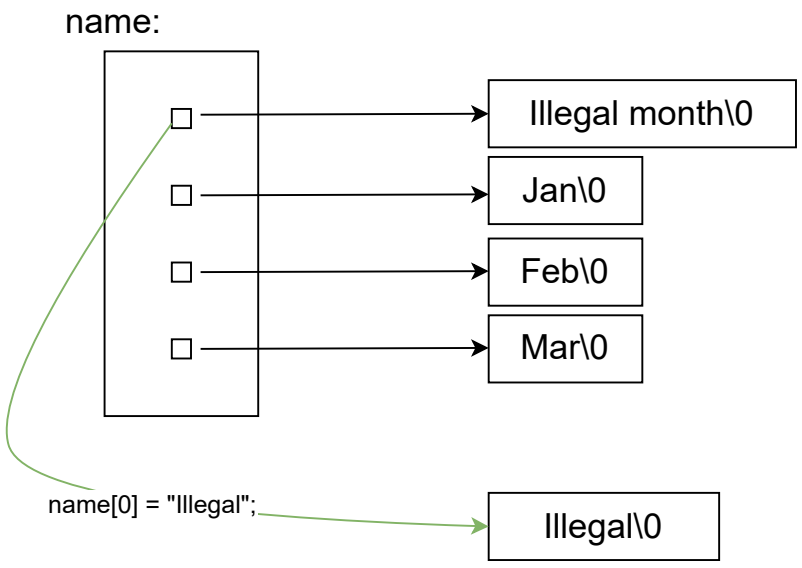

```
char x = *pa;
x = *(pa + 1);
```



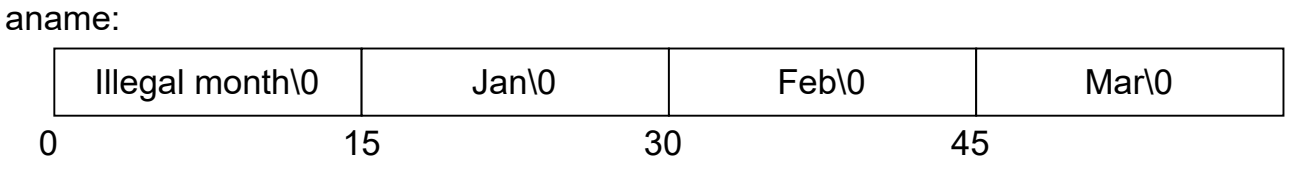

```
pa = pa + 1;
```



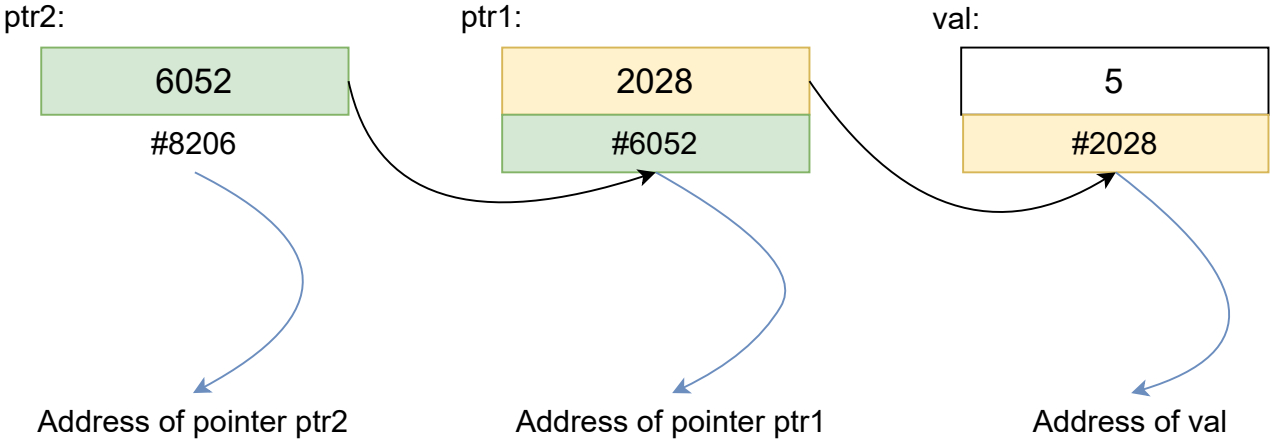
```
char *name[] = { "Illegal month", "Jan, "Feb", "Mar" };
```




```
char aname[][15] = { "Illegal month", "Jan", "Feb", "Mar" };
```



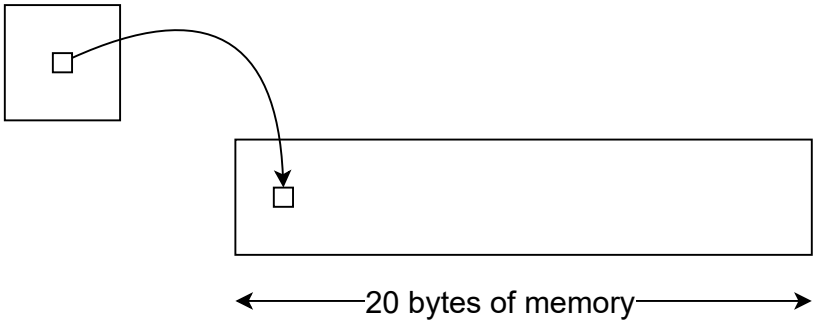

```
int val = 5;
int *ptr1 = &val;
int **ptr2 = &ptr1;
```



int* ptrm = (int*) malloc(5 * sizeof(int));

sizeof(int) -> 4 bytes

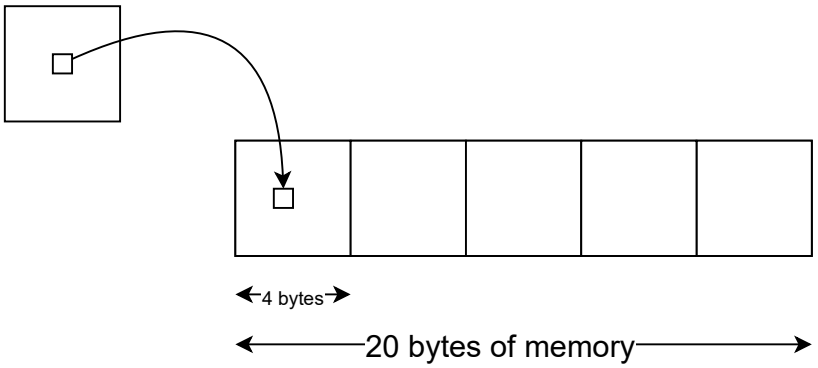
ptrm:



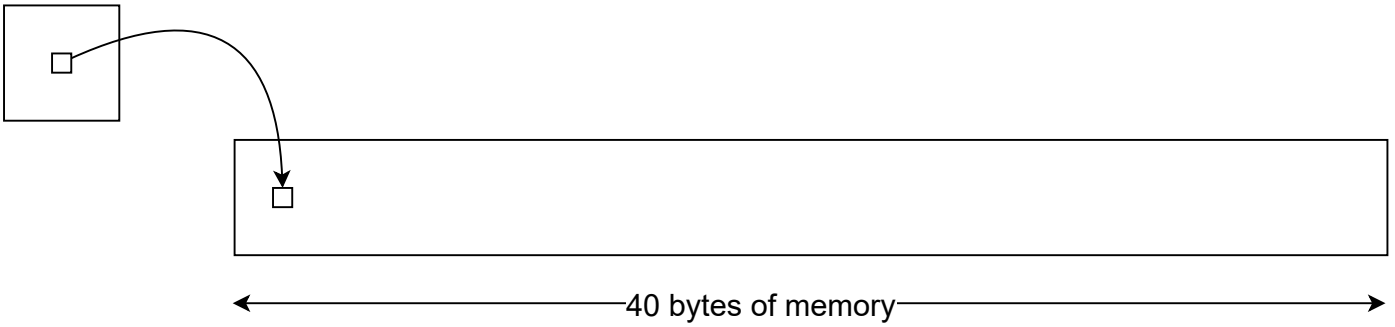
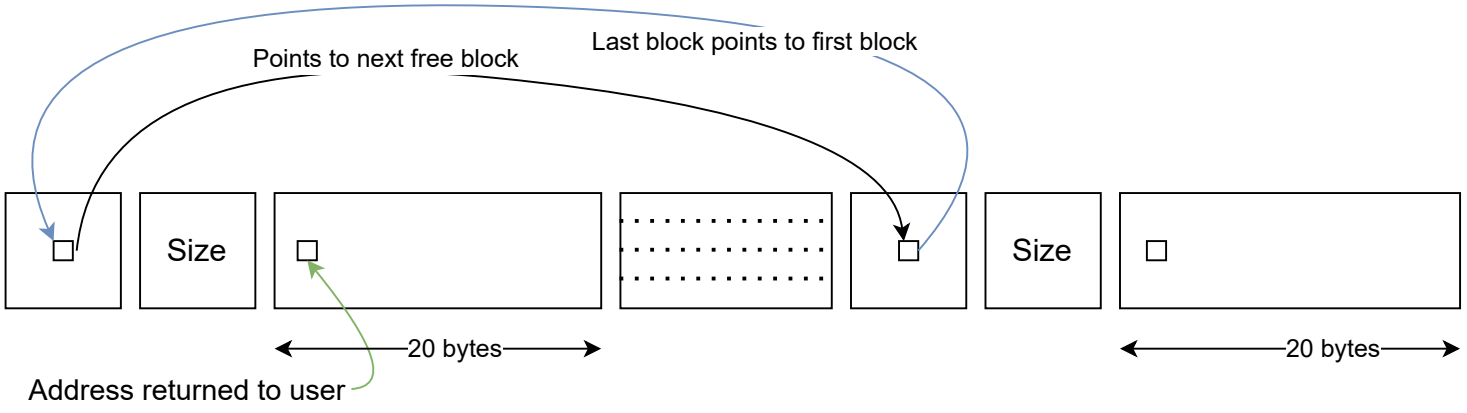
int* ptra = (int*) calloc(5, sizeof(int));

sizeof(int) -> 4 bytes

ptra:



ptrm = realloc(ptrm, 10 * sizeof(int));

sizeof(int) -> 4 bytes

ptrm: