// pointers

#include <stdio.h>

int main()

{

int\* pc, c;

c = 22;

printf("Address of c: %p\n", &c);

printf("Value of c: %d\n\n", c);

pc = &c;

printf("Address of pointer pc: %p\n", pc);

printf("Content of pointer pc: %d\n\n", \*pc);

c = 11;

printf("Address of pointer pc: %p\n", pc);

printf("Content of pointer pc: %d\n\n", \*pc);

\*pc = 2;

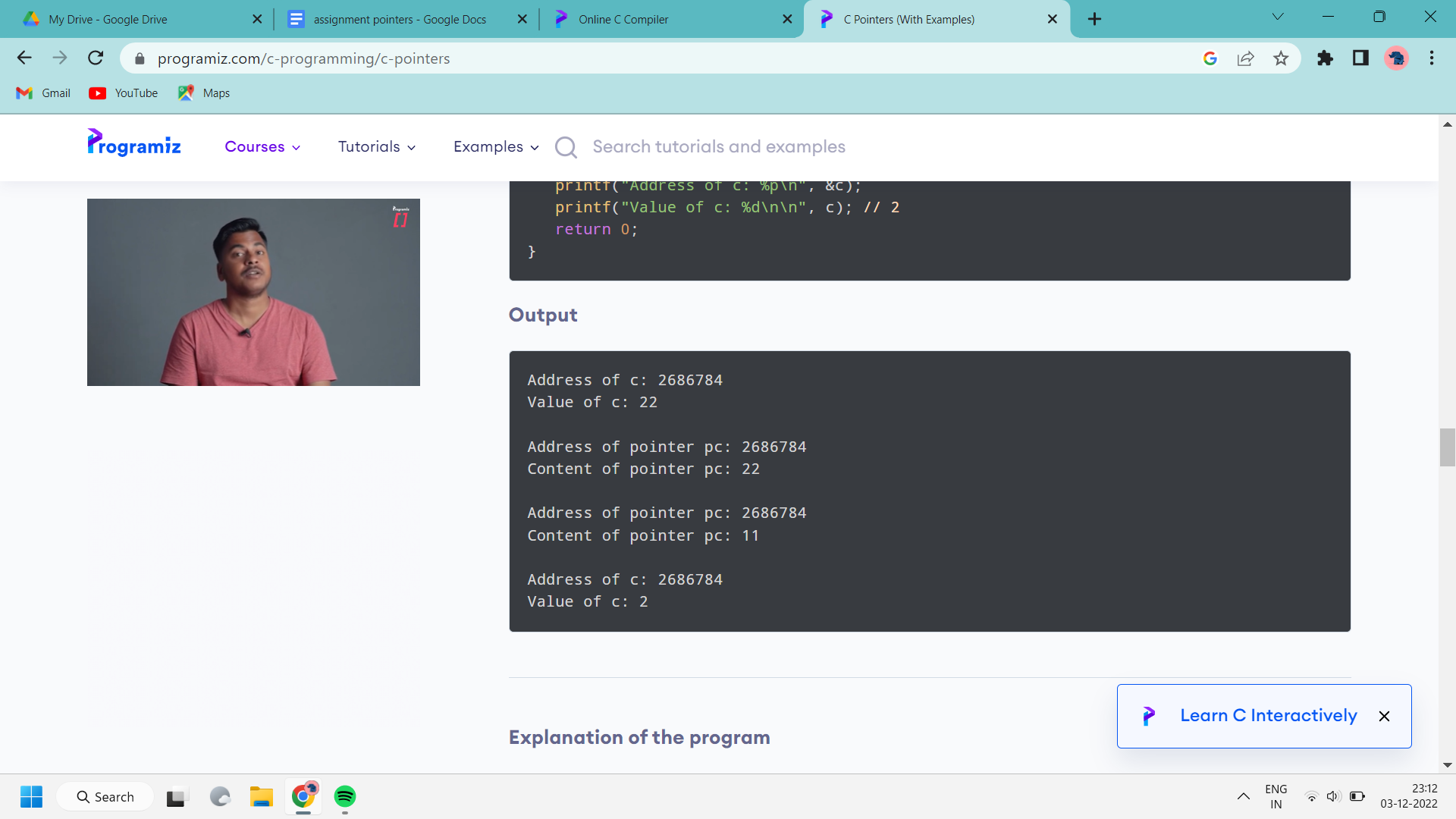
printf("Address of c: %p\n", &c);

printf("Value of c: %d\n\n", c);

return 0;

}

**OUTPUT :**

****