Pointer and Constant

#include <stdio.h>

int main()

{

const int N = 20;

int \*pN = &N; //Value of \*pN (==Value of N) can be cganged and Value of pn (Address of N) can be changed that means pN can be pointed to different location.

const int \*pN = &N; //Value of \*pN (==Value of N) can NOT be changed but Value of pn (Address of N) can be changed that means pN can be pointed to different location.

int \* const pN = &N; //Value of \*pN (==Value of N) can be changed but Value of pn (Address of N) can NOT be changed that means pN can NOT be pointed to different location.

const int \* const pN = &N; //Value of \*pN (==Value of N) can NOT be changed and Value of pn (Address of N) can NOT be changed that means pN can NOT be pointed to different location.

return 0;

}

// n = 100 is same as \*pn = 100