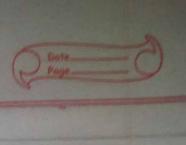
	(-73 > Pointers > Pointer dorignment		
	Pointer Assignment:	V	
	to another pointer?		
	int $a = 10, b = 11;$ int $p = p = q;$		111
pento	P = 9a; $P = 9a;$	1000 f -[1000]	1050. 9. 1.1000]
	point (" Value of a: %.	2000 d", a). d", * P); d', 4 9)	⇒ n
	Example 5	0 3 4 9)) > 10
	= 194 your formore	a	b
NETS.	int 9=10, b=11;	7 10	V
BUST !	Int * p , * 9;	1000	1050
	Co "hiera le sulovi	1000	9
Sec	P=89;	2000	
SO VAL	1 #9 = # P;		2050
	that a is not valid	vooring o	n evvor
	that are given assign	inment top	



Example 3

int a = 10, b = 11;

P= &a; 9= &b; 1000 1050 1000 1050 1000 1050 1000 1050

We accord #9 = # P;

*9 = *P. *(4b) = *(4a)

printy (" Value of b: /d", *P); => 10

printy (" Value of b: /d", *P); => 10

printy (" Value of b: /d", b); => 10

printy (" Value of b: /d", b); => 10

Case 1 1.

[q=p] -> We access pointers

Case 2:

[#q=#p] > we access Values.

CODE 1:

```
#include <stdio.h>
 2
      #include <stdlib.h>
      /** 1 - POINTER ASSIGNMENT **/
 3
      /** WE ACCESS POINTER **/
 4
 5
      int main()
 6
     □ {
 7
           int a=10, b=5, *p, *q;
 8
          p=&a;
 9
          q=p;
10
          printf("Value of a:%d\n",a);
11
          printf("Value of a:%d\n",*p);
          printf("Value of a:%d\n",*q);
12
13
          getch();
14
15
"D:\1. C NOTEBOOK\
Value of a:10
Value of a:10
Value of a:10
```

CODE 2:

```
#include <stdlib.h>
2
     /** 2 - POINTER ASSIGNMENT **/
 3
     /** WE ACCESS VALUES **/
 4
 5
     int main()
 6
    □ {
 7
          int a=10, b=5, *p, *q;
 8
 9
          *q=*p;//Error, *q is only declared, *q is not initialized with
10
          //So we get wrong output
11
12
         printf("Value of a:%d\n",a);
13
          printf("Value of a:%d\n", *p);
14
         printf("Value of a:%d\n",*q);
15
          getch();
16
17
₹
Line Message
D:\1. C NO... 15 warning: implicit declaration of function 'getch'; did you mean 'g...
               warning: unused variable 'b' [-Wunused-variable]
D:\1. C NO... 7
D:\1. C NO... 9 warning: 'q' is used uninitialized in this function [-Wuninitialized]
               === Build finished: 0 error(s), 3 warning(s) (0 minute(s), 0 secon...
```

CODE 3:

```
#include <stdio.h>
  2
       #include <stdlib.h>
      /** 3 - POINTER ASSIGNMENT **/
  3
       /** WE ACCESS VALUES **/
  4
  5
       int main()
  6
     □ {
  7
           int a=10, b=5, *p, *q;
  8
           p=&a;
  9
           q=&b;
 10
           *q=*p;
           printf("Value of a:%d\n",a);
 11
 12
           printf("Value of a:%d\n",b);
           printf("Value of a:%d\n",*p);
 13
           printf("Value of a:%d\n",*q);
 14
 15
           getch();
 16
ESymbols Resources 4
■ "D:\1. C NOTEBOOK\C LANG
Value of a:10
Value of a:10
Value of a:10
Value of a:10
```