1. p1 → 53
   p2 → 72

2. p1 → 53
   p2 → 72
   p3

3. p1 → 53
   p2 → 72
   p3 → 35

4. p1 → 53
   p2 → 21
   p3 → 35

5. p1 → 53
   p2 → 21
   p3 → 35
   p4 → 63

---

n4 = n1; compiles

n1 = n4; compiles

p1 = p4; does not: p1 is an int pointer and p4 is a double pointer

p2 = &p1 does not: p1 is already in memory, you can cannot call & again/and not semicolon

p4 = &n1; does not: p4 is a double pointer and &n1 is an int.

&n1 = &n2; does not: cannot set 2 memorys to equal each other

*p1 = *p2; compiles.