

# POINTER

$0 - 2^{64} - 1$

```
int main()
```

```
{ int a = 10;
```



```
    printf("value of a is %d", a);
```

```
    printf("Address of a is %llu", &a);
```

```
    return 0;
```

```
}
```

P vs \*p

```
int main()
```

```
{ int a = 10;
```

```
    int *p;
```

```
    p = &a;
```



```
    printf("Value of a is %d", a);
```

```
    a = 20;
```

```
    printf("Address of a is %llu", &a);
```

```
    *p = 30;
```

```
    printf("Address of a is %llu", &a);
```

```
    printf("Content of p is %llu", *p);
```

```
    printf("Value of a is %d", a);
```

```
    return 0;
```

```
}
```

Syntax of decl a pointer

<data type> \* <ph-name>;

Ex/2

↳ value <sup>②</sup> at addr <sup>①</sup> stored in p  
↳ \* (1w)  
↳ 10