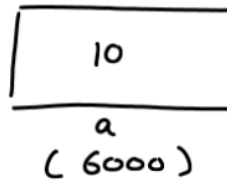


Pointer

0 — $2^{64} - 1$

```
int main()
{
    int a = 10;
```



```
    printf("Value of a is %.d", a);
    printf("\n Address of a is %.llu", &a);
    return 0;
}
```

0 — $2^{16} - 1$ %.u

0 — $2^{32} - 1$ %.lu

0 — $2^{64} - 1$ %.llu

Pointer

$0 - 2^{64} - 1$

```
int main()
{
    int a = 10;
    int b;
    unsigned long long int c;
    ✓ b = a;
    ✗ c = &a;

    return 0;
}
```

10
a
(6000)

10
b

Syntax of Decl a Pointer

$\langle \text{data type} \rangle * \langle \text{ptr-name} \rangle ;$

Imp Points

①

②

③

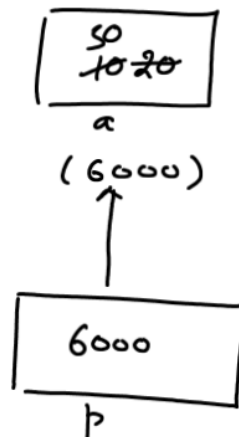
```

int main()
{
    int a = 10;

    int *p;

    p = &a;

```



```

printf("Address of a = %.10lu", &a); (70w)
printf("Content of p = %.10lu", p);

```

```

printf("\n %.10d %.10d", a, *p);
           10      10

```

```

a = 20;

```

```

printf("\n %.10d %.10d", a, *p);
           20      20

```

```

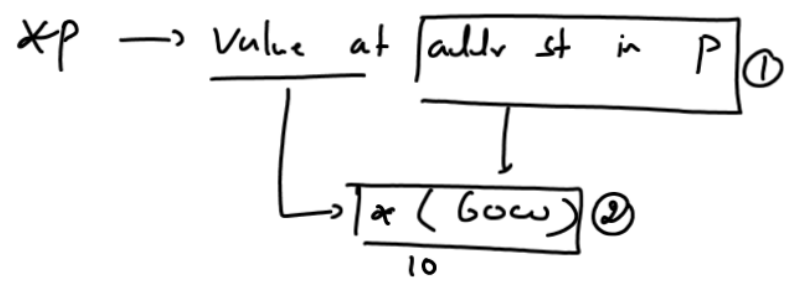
*p = 30;

```

```

printf("\n %.10d %.10d", a, *p);
           30      30
return 0;
}

```



OR

Value at P