

```
1  #include <stdio.h>
2
3  int main(void)
4  {
5      //variable declarations
6      float fArray[10];
7      float *ptr_fArray = NULL;
8      int i;
9
10     //code
11     for (i = 0; i < 10; i++)
12         fArray[i] = (float)(i + 1) * 1.5f;
13
14     // *** NAME OF ANY ARRAY IS ITS BASE ADDRESS ***
15     // *** HENCE, 'fArray' IS THE BASE ADDRESS OF ARRAY fArray[] OR 'fArray' IS THE ADDRESS OF ELEMENT fArray[0] ***
16     // *** ASSIGNING BASE ADDRESS OF ARRAY 'fArray[]' TO FLOAT POINTER 'ptr_fArray' ***
17
18     ptr_fArray = fArray; // ptr_fArray = &fArray[0];
19
20     printf("\n\n");
21     printf("Elements Of The 'float' Array : \n\n");
22     for (i = 0; i < 10; i++)
23         printf("fArray[%d] = %f\n", i, *(ptr_fArray + i));
24
25     printf("\n\n");
26     printf("Elements Of The 'float' Array : \n\n");
27     for (i = 0; i < 10; i++)
28         printf("fArray[%d] = %f \t \t Address = %p\n", i, *(ptr_fArray + i), (ptr_fArray + i));
29
30     printf("\n\n");
31
32     return(0);
33 }
34
35
```