```c
#include <stdio.h>

int main(void)
{
    //variable declarations
    float fArray[10];
    float *ptr_fArray = NULL;
    int i;

    //code
    for (i = 0; i < 10; i++)
        fArray[i] = (float)(i + 1) * 1.5f;

    // *** NAME OF ANY ARRAY IS ITS BASE ADDRESS ***
    // *** HENCE, 'fArray' IS THE BASE ADDRESS OF ARRAY fArray[] OR 'fArray' IS THE ADDRESS OF ELEMENT fArray[0] ***
    // *** ASSIGNING BASE ADDRESS OF ARRAY 'fArray[]' TO FLOAT POINTER 'ptr_fArray'

    ptr_fArray = fArray; // ptr_fArray = &fArray[0];

    printf("\n\n");
    printf("Elements Of The 'float' Array : \n\n");
    for (i = 0; i < 10; i++)
        printf("fArray[%d] = %f\n", i, *(ptr_fArray + i));

    printf("\n\n");
    printf("Elements Of The 'float' Array : \n\n");
    for (i = 0; i < 10; i++)
        printf("fArray[%d] = %f \t \t Address = %p\n", i, *(ptr_fArray + i), (ptr_fArray + i));

    printf("\n\n");

    return(0);
}
```