Manipulando ponteiros

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Endereço	Conteúdo	Nome
0x1000		
0x1004		
0x1008		
0x1012		
0x1016		
0x1020		
0x1024		
0x1028		
0x1032		
0x1036		
0x1040		
0x1044		
0x1048		
0x1052		
0x1056		
0x1060		


```c
#include <stdio.h>
#include <stdlib.h>

int main(void) {

  int x = 10;

  int* p;

  p = &x;

  *p = 5;

  *p = *p - 2;

  return 0;
}
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0x1024		
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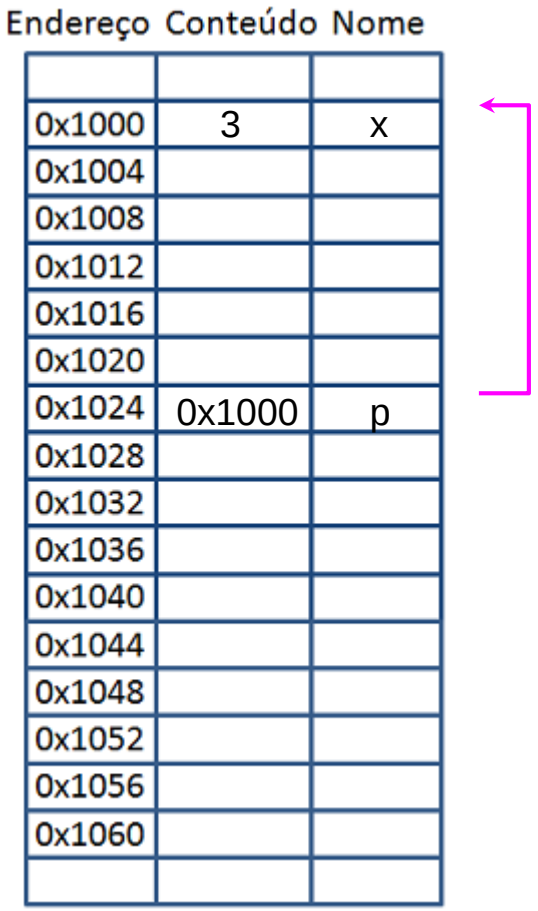


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