

int x=10;
int z;
x=20;

↳ syntax

Data type * name of pointer ;
int * ptr;

Data type * name of pointer = Variable ;
→ int x=10;
int * ptr = (x);

Pointer

int z=10, y=20;

int *ptr;

ptr = &y;

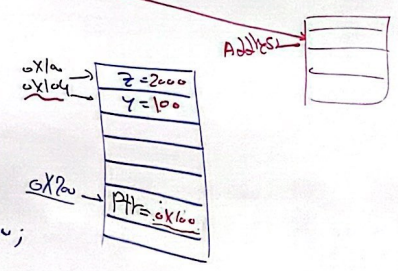
*ptr = 100;

ptr = &z;

*ptr = 2000

(" %p", ptr); → 0x100;
(" %d", *ptr); → 2000
(" %d", *ptr); → 0x200

Pointer



```

→ int main()
{
    int Array[10] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
    int size = 10;
    func(Array, size);
}

void func(int *ptr, int size)
{
    for(int i = 0; i < size; i++)
    {
        printf("%d", *ptr);
    }
}

```

```

func(int *ptr, int size)
func(int ptr[], int size)
→ func(    , int size)

```


int main()
{

int *ptr = func();
ptr
ptr[1];

int *func(void)

static int Array[10] = { 1, ———, };

return Array;

int x=10, y=20;

int *ptr = &x;

ptr++;

printf("%d", *ptr); → 20

++*ptr;

printf("%d", *ptr); = 21

