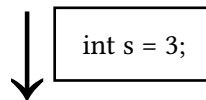
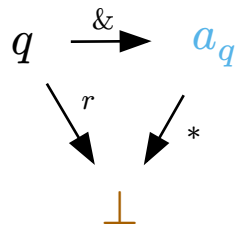
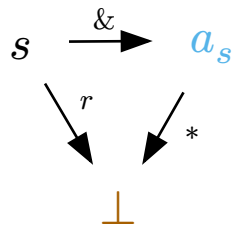
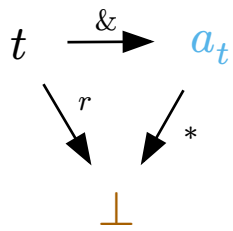
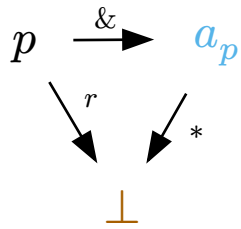
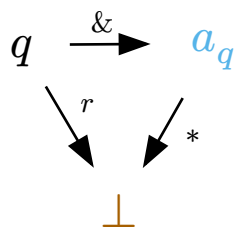
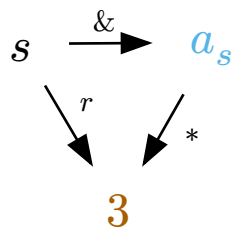
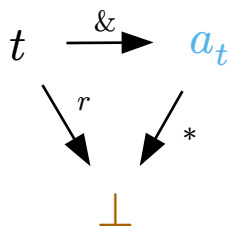
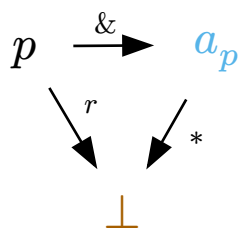


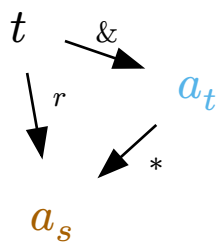
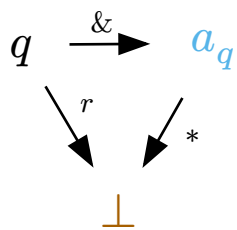
Example 5

```
int s = 3;  
int *t = &s;  
int **p = &t;  
int *q = *p;  
*q = 10;
```





↓ int *t = &s;



\dashrightarrow

