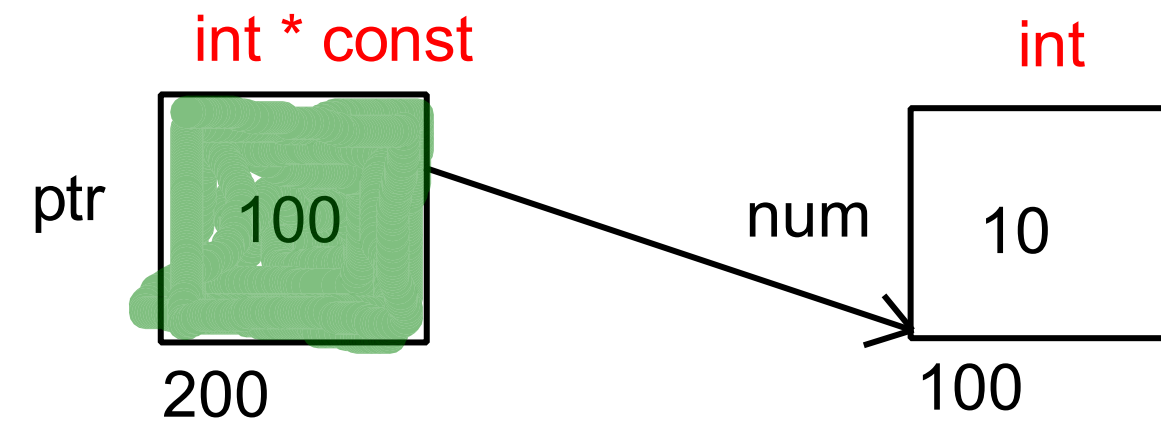
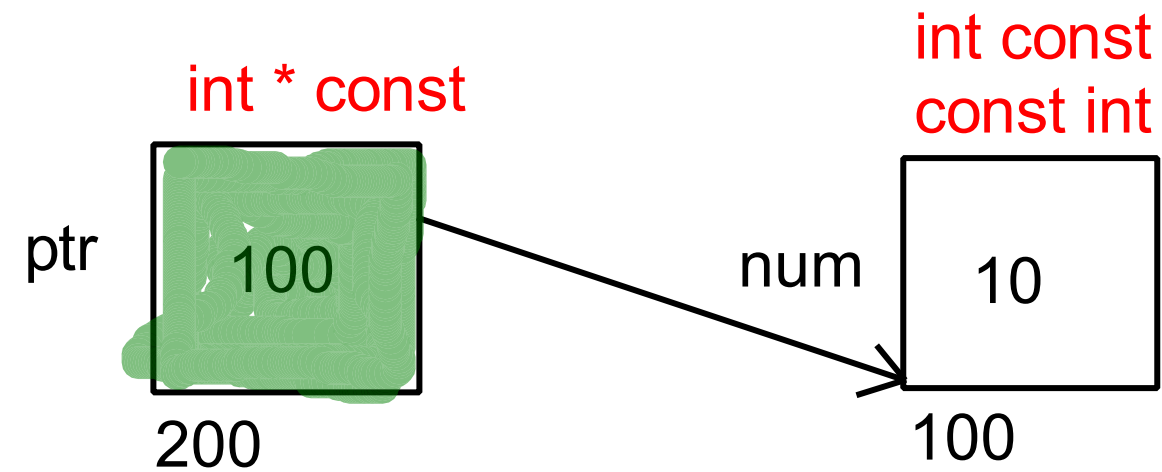
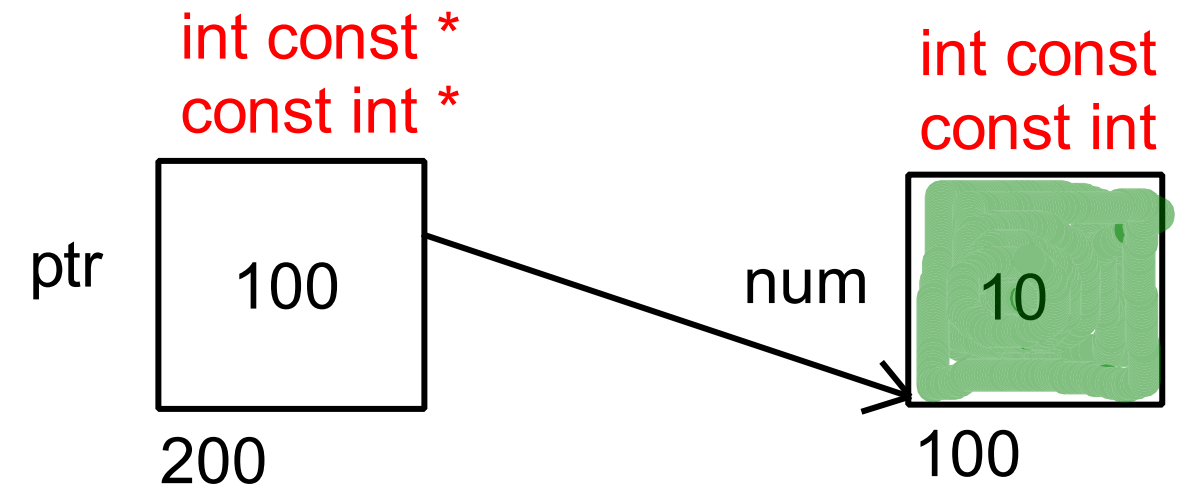
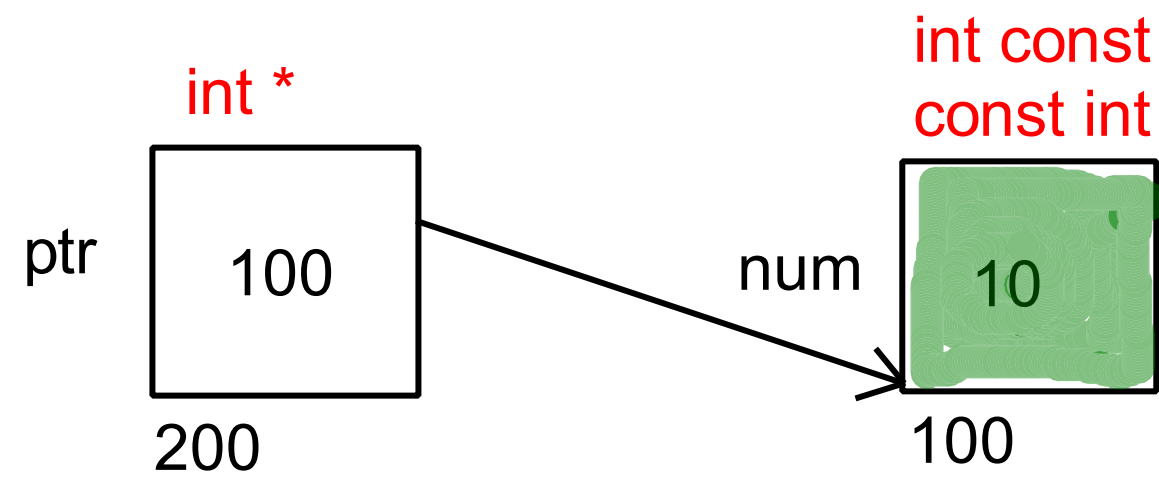
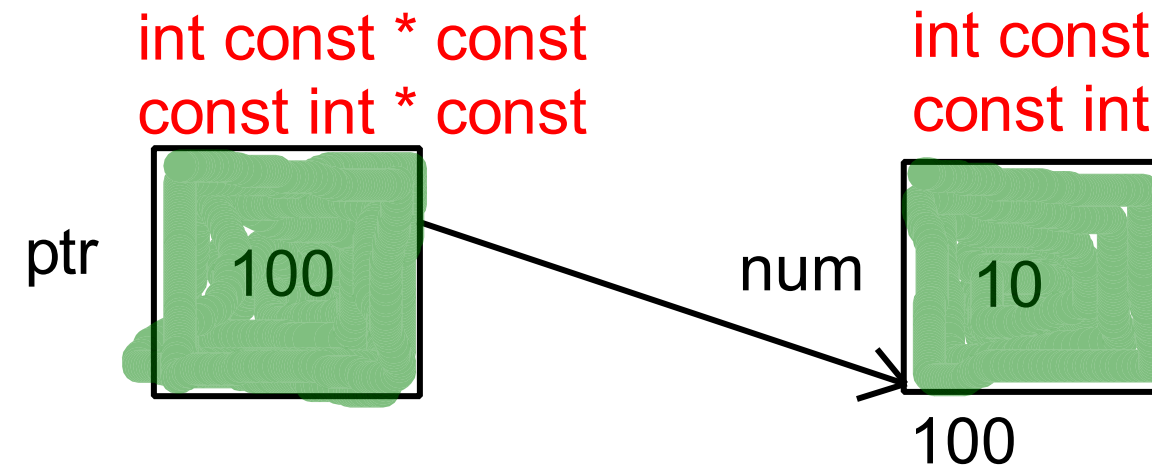


 - non modifiable location





1. integer is constant

- `const int`
- `int const`

2. integer is constant, ptr is not constant

- `int const * ptr`
- `const int * ptr`

3. integer is not constant, ptr is constant

- `int * const ptr`

4. integer as well as ptr is constant

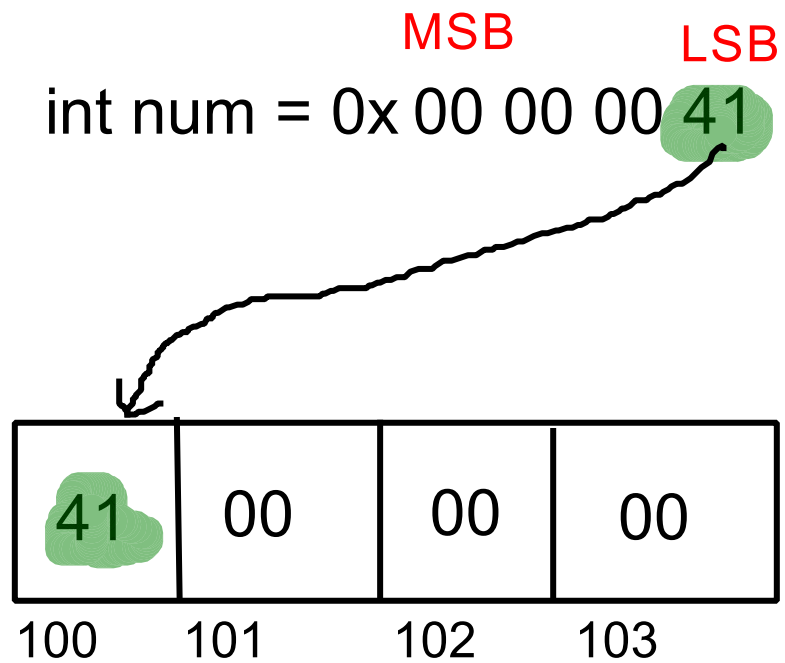
- `const int * const ptr`
- `int const * const ptr`

## ## Endianness ##

- it tells about how your data is stored inside memory

### 1. Little Endian

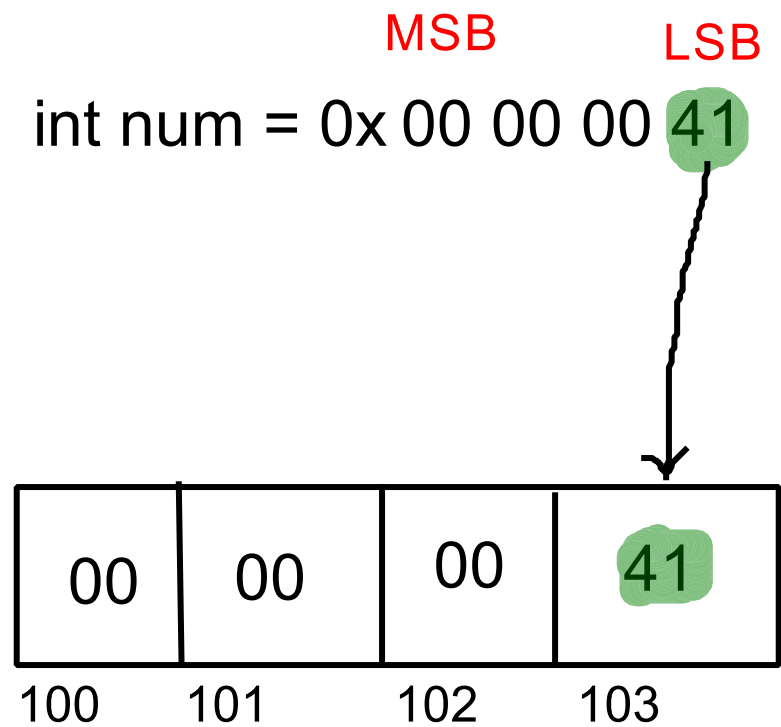
Lower byte - lower address



e.g. x86, Cortex M, ...

### 1. Big Endian

Lower byte - higher address



e.g. ppc network