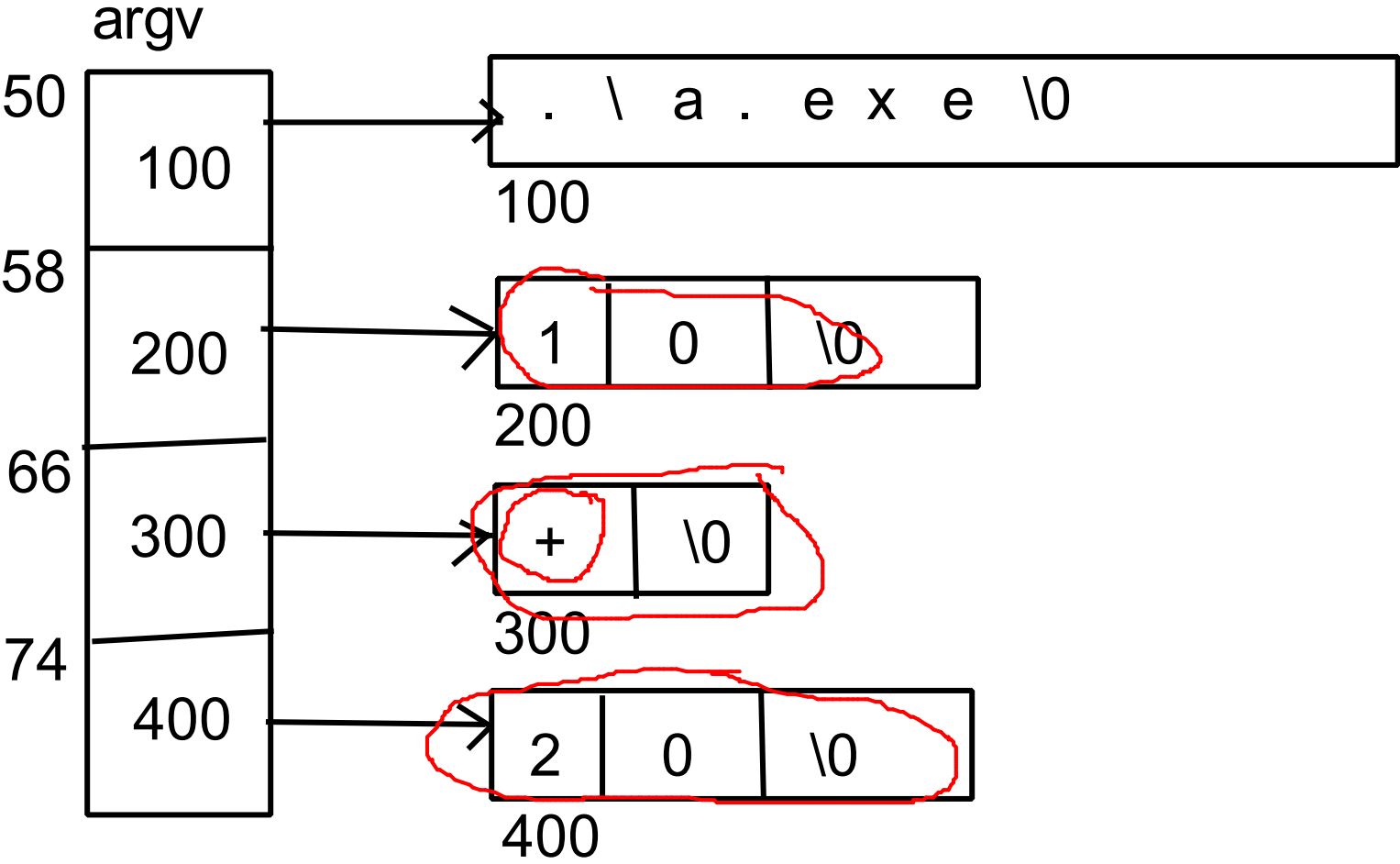
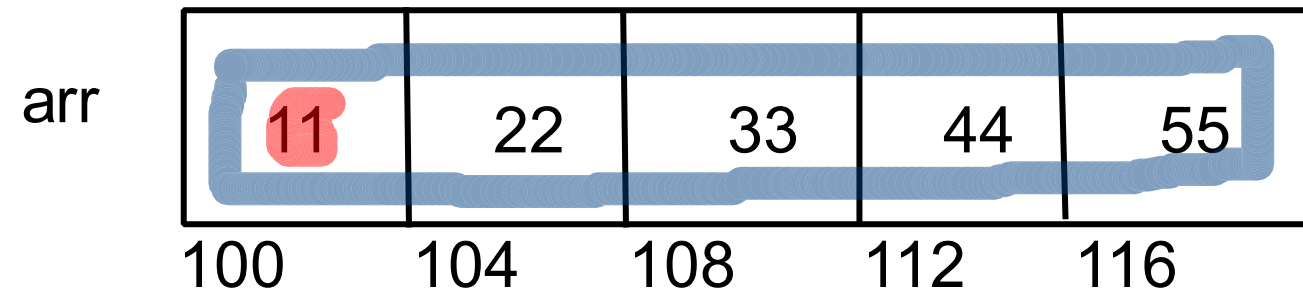


.\\a.exe 10 + 20





arr=100

--> address of 0th element

--> int *

&arr=100

--> address of whole array

--> array pointer