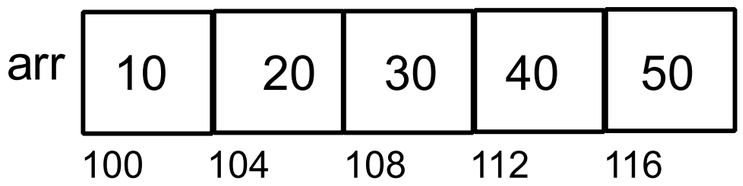
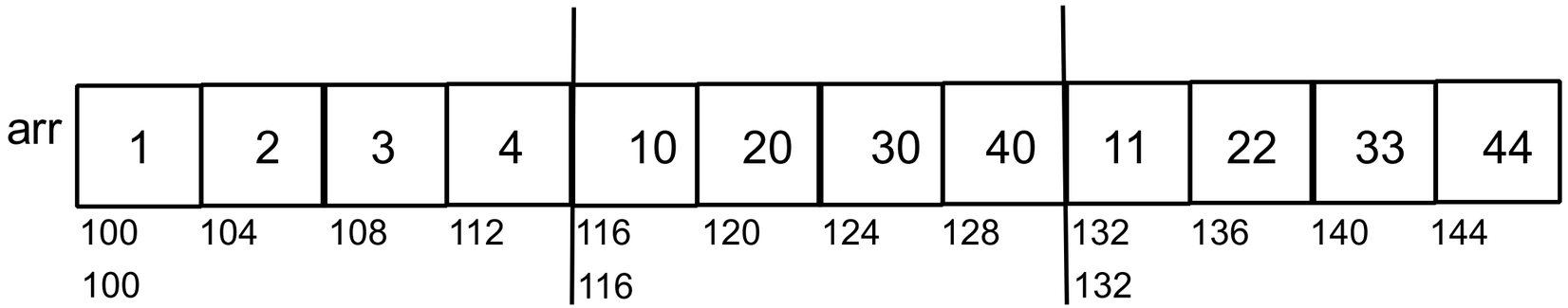


arr[i] = single element of array
arr = base address of array (address of 0th element)
arr + 1 = it is increased/decreased by scale factor of 0th element

&arr = address of whole array
&arr + 1 = it is increased/decreased by scale factor of array

---



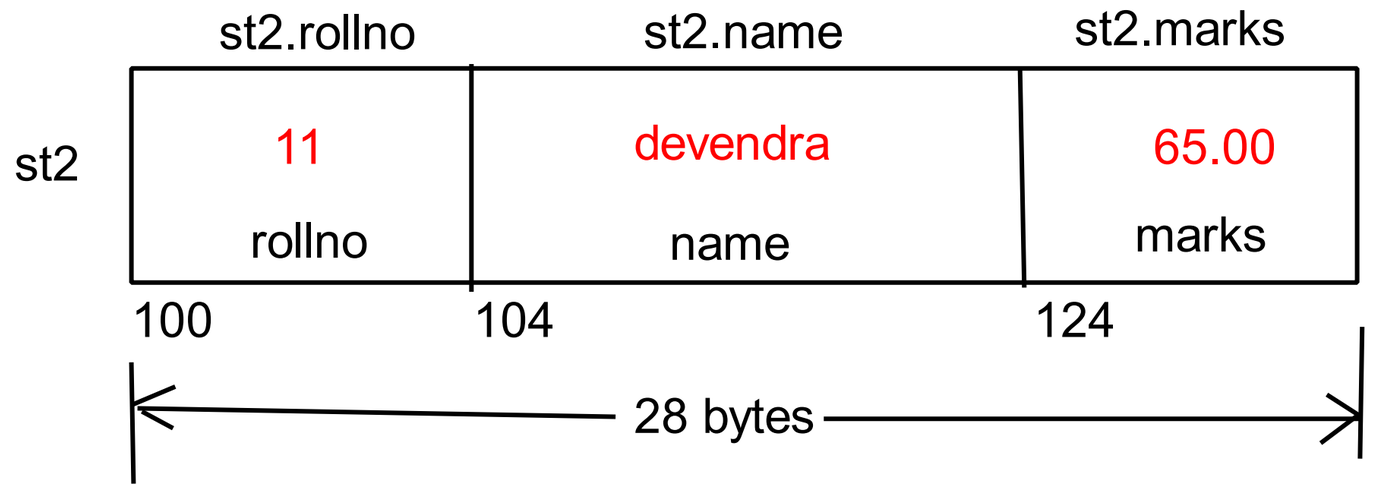
arr[i][j] = single element of 1D array
arr[i] = single element of 2D array

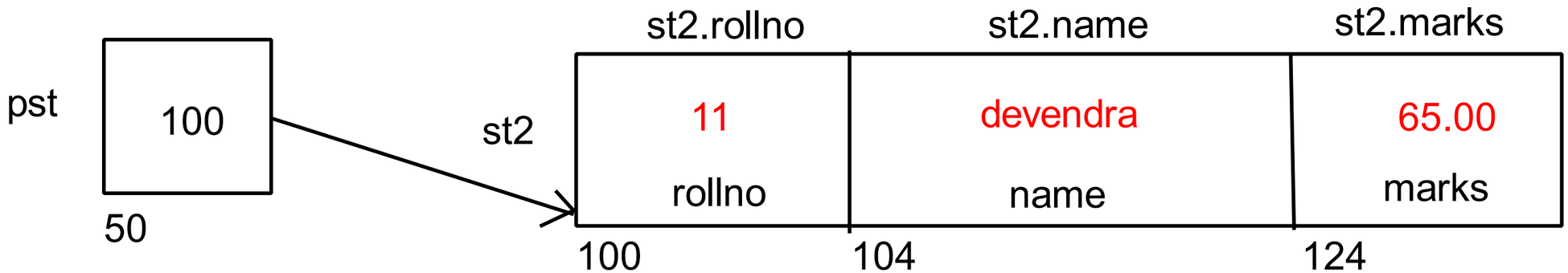
arr = base address of array(address of 0th element)
arr + 1 = it is increased/decreased by scale factor of 0th element

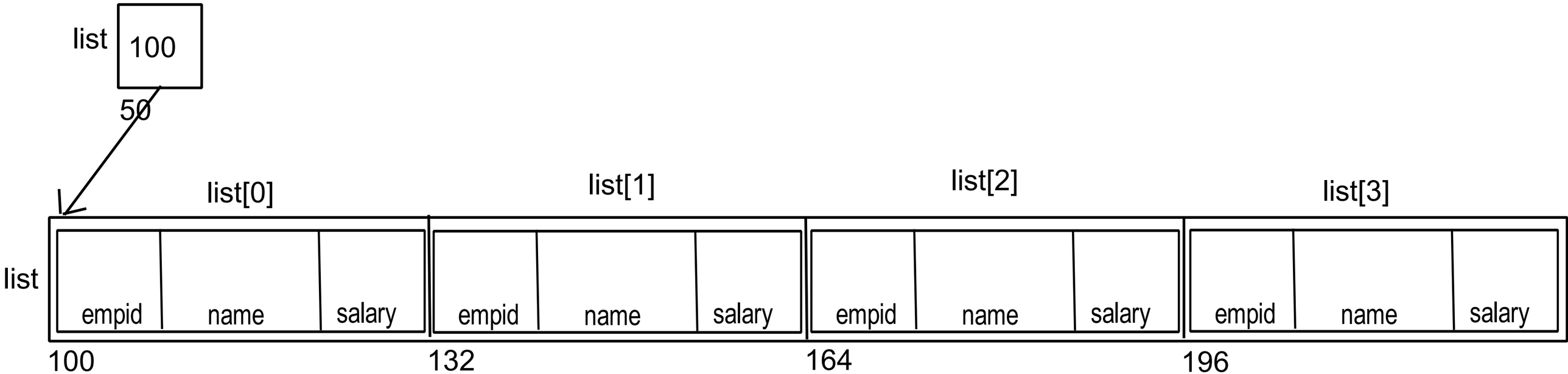
&arr = address of whole array
&arr + 1 = it is increased/decreased by scale factor of array

```
struct student {
        int rollno;
        char name[20];
        float marks;
};

struct student st2 = {11, "devendra", 65.0f};
```

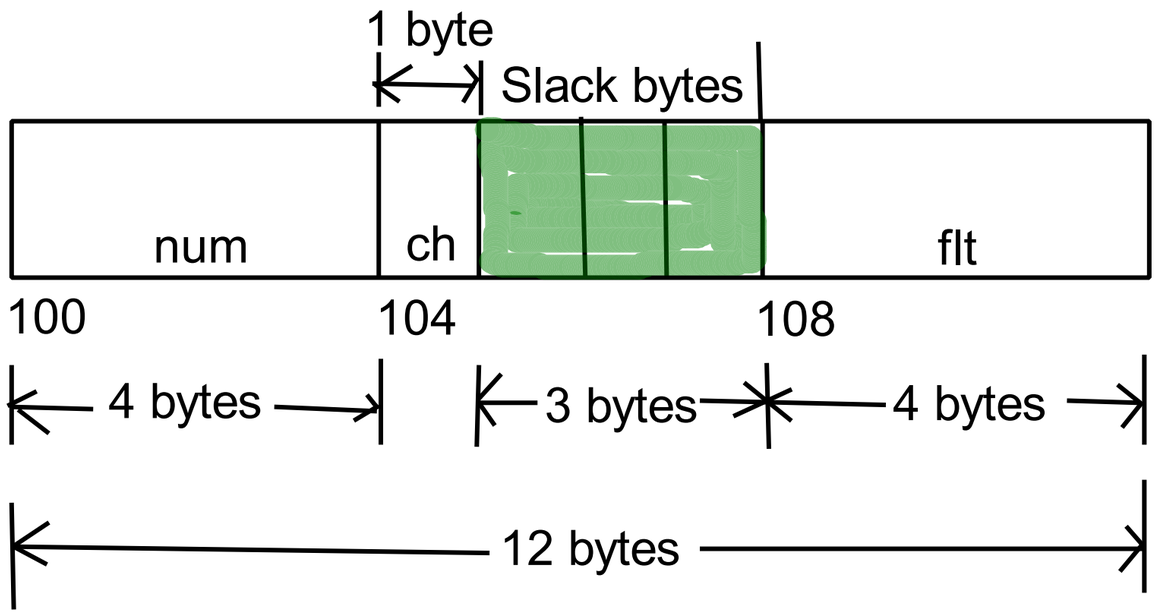







```
int arr[5] = {?};          emp_t arr[5] = {?};
int *ptr = arr;            emp_t *ptr = arr;

ptr[i]                     ptr[i]
```


1 byte
Slack bytes
num
ch
flt
100
104
108
4 bytes
3 bytes
4 bytes
12 bytes