//POINTERS

#include <stdio.h>

int main() {

int a=10;

int \*ptr=&a;

printf("The value of a is %d\n\n",a);

printf("The value of a is %d\n\n",\*ptr);

\*ptr=20;

printf("The value of a is %d\n\n",a);

a=100;

printf("The value of a is %d\n\n",\*ptr);

return 0;

}