```
/*pointer*/
```

```
#include<stdio.h>
int main()
{
  int x=5;
  int y=6;
  int *p;
  int *q;
  p=&x;
  q=&y;
  *p=*q;
  printf("address of x:%u\n",p);
  printf("address of y:%u\n",q);
  printf("value of x:%d\n",*p);
  printf("value of y:%d\n",*q);
  return 0;
}
```

