/\*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;

}

