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/* _____(P O I N T E R S)_____ */
#include <stdio.h>
int main()
{
    int a=2;
    int b,c,d;
    int *ptr,* ptr0; //If you give space after dereference operator(*),
    //the variable after space is declared as pointer variable
    ptr=&a; //address of a stored as the value of ptr
    b=&ptr; //doesn't show anything cause normal variable can't store address
    ptr0=&ptr; //stores address of 'ptr' because 'ptr0' is pointer variable
    c=*ptr; //assigning value of 'a' of which address ptr is stored to 'c'
    d=ptr; //stores the value of 'ptr' which is address of 'a'
    *ptr=5; //assigning the value 5 to 'a' through pointer variable ptr
    //if ptr=5 is written 'ptr' will become normal variable
    //because it will not be assigning value 5 to 'a', it will be assigning to 'ptr'
    //any further operations will be not as done as pointer variable
    //Program will stop after that
    printf("Value of 'a':%d\n\n",a);
    printf("Address of 'a' using &:%u\n\n",&a);
    printf("Address of 'a' using 'ptr':%u\n\n",ptr);
    printf("Value of 'a' using *ptr:%d\n\n",*ptr);
    printf("Address of 'ptr' using &:%u\n\n",&ptr);
    printf("Address of 'ptr' assigned to 'b' using &ptr:"
    "(doesn't show any value because we can't assign address to the normal variable)\n\n",b);
    printf("The address of 'ptr' (or) The value of 'ptr0':%u\n\n",ptr0);
    printf("Value of 'a' assigned to 'c' through *ptr:%d\n\n",c);
    printf("Value of 'd' is the address of 'a', which is stored in 'ptr' variable:%u\n\n",d);
    printf(".....\n\n");
    return 0;
}

```

Output:

Value of 'a':5

Address of 'a' using &:3793227736

Address of 'a' using 'ptr':3793227736

Value of 'a' using *ptr:5

Address of 'ptr' using &:3793227712

Address of 'ptr' assigned to 'b' using &ptr:(doesn't show any value because we can't assign address to the normal variable)

The address of 'ptr' (or) The value of 'ptr0':3793227712

Value of 'a' assigned to 'c' through *ptr:2

Value of 'd' is the address of 'a', which is stored in 'ptr variable:3793227736

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