

1)cout<<sizeof(b)<<endl; //prints 24 because there are 6 integers in the array b,each integer is 4 bytes,so 6 integers have total of 6\*4=24 bytes.

2)cout<<sizeof(b)<<endl; //b+0 points the first row of the 2d array which has two integers and that is 8 bytes.

3)cout<<sizeof(\*(b+0))<<endl; // dereferencing b+0 means its another name of the first row, so size of first row is 8 bytes.

4)cout<<"The address of b is: "<<b<<endl;// prints 0x6ffe30 the staring array address of b.

5)cout<<"The address of b+1 is: "<<b+1<<endl; //prints 0x6ffe38 the address of second row b, the differnce is 8 bytes so adds 8.

6)cout<<"The address of &b is: "<<&b<<endl;// prints 0x6ffe30 the &b is the address of b.

7)cout<<"The address of &b+1 is: "<<&b+1<<endl<<endl;//prints 0x6ffe48 the array b is an size of 24 bytes

So if adding 1 results to the next address means adding 24 bytes to the array ,b address value increases by 18

beacuse 18 is hexa decimal value of decimal 24.