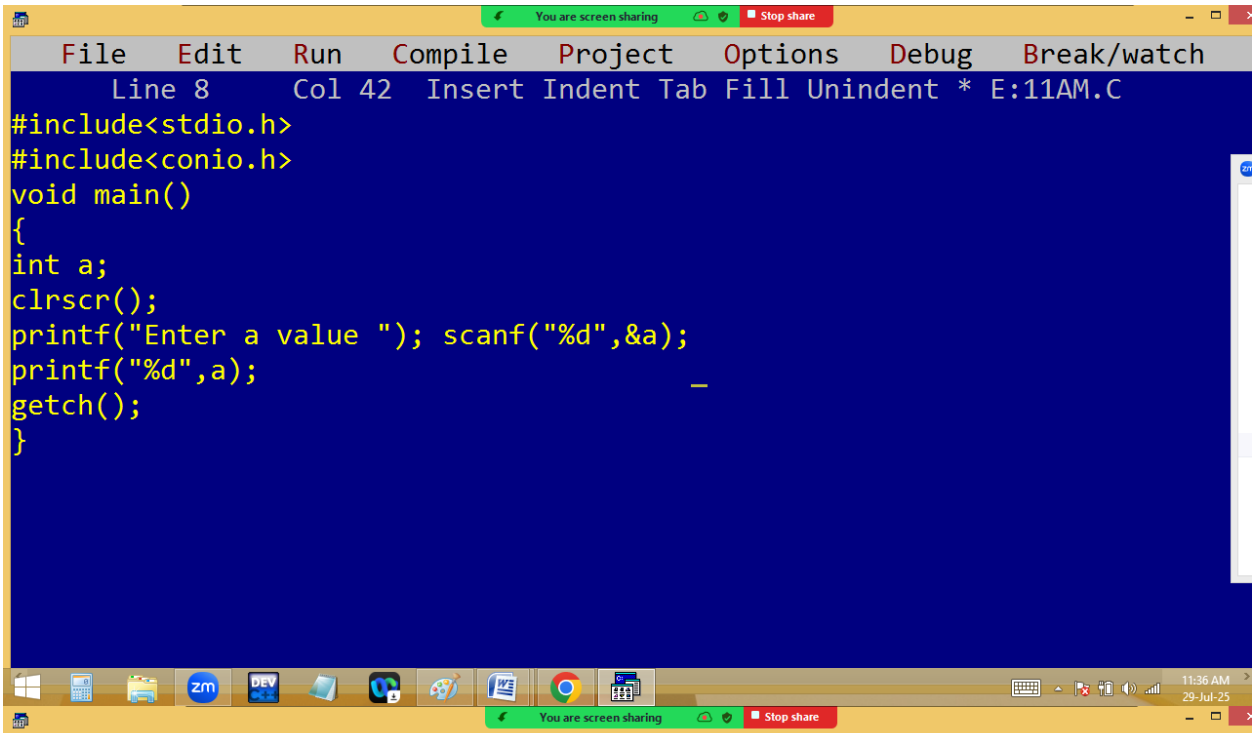
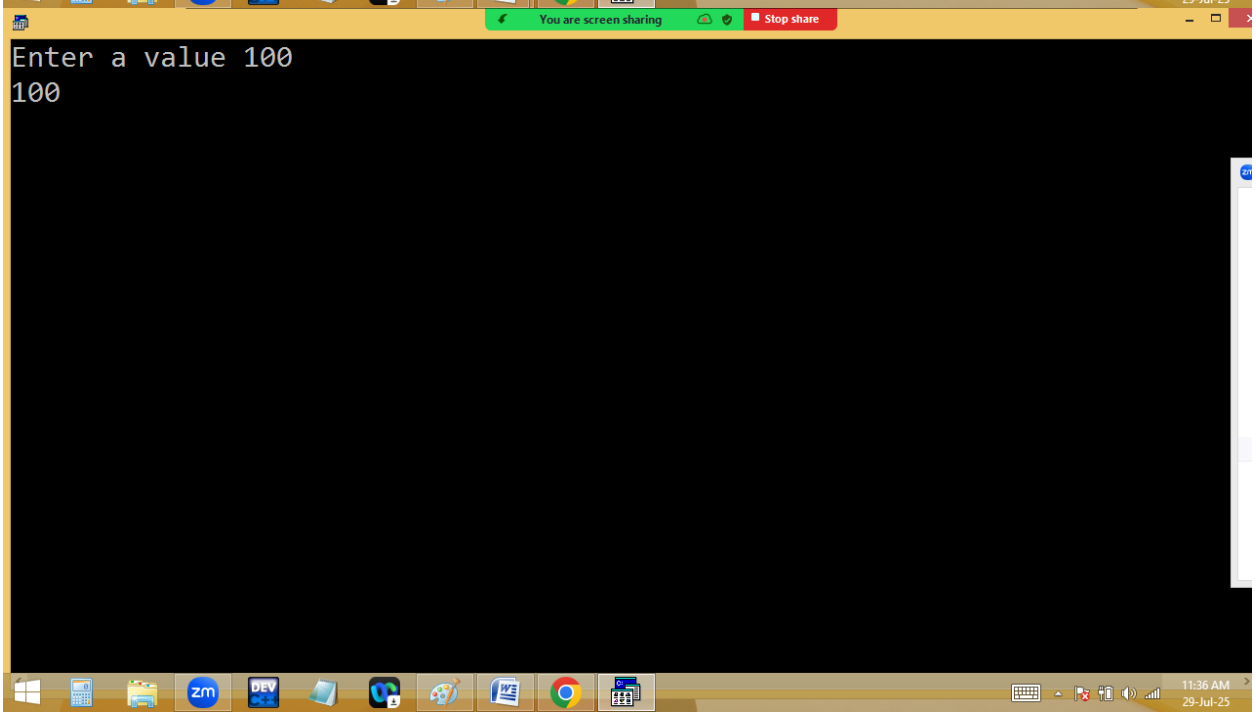
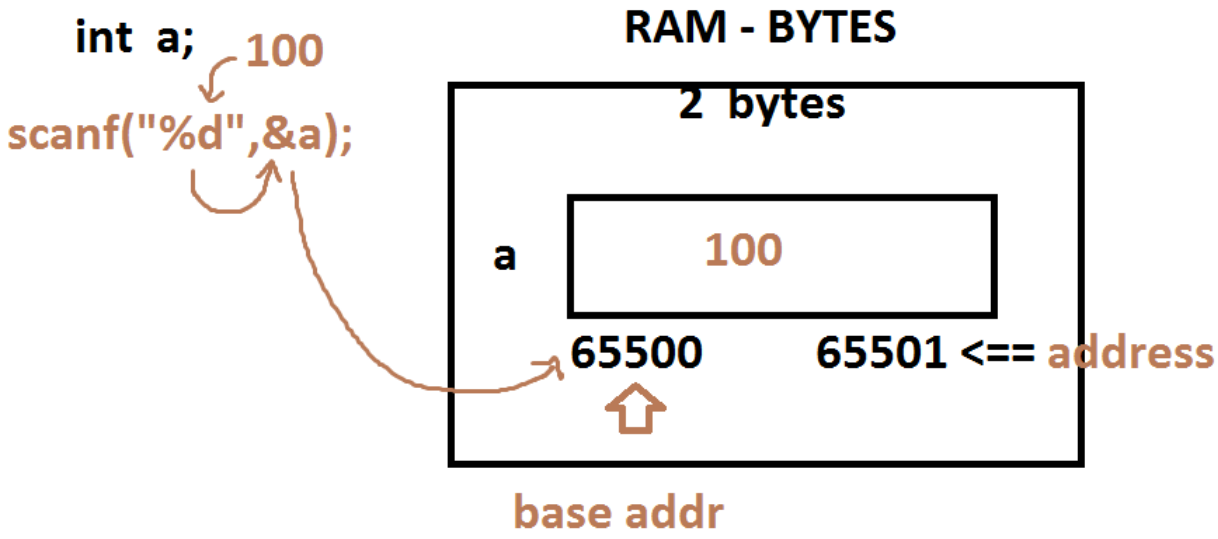
Address operators:

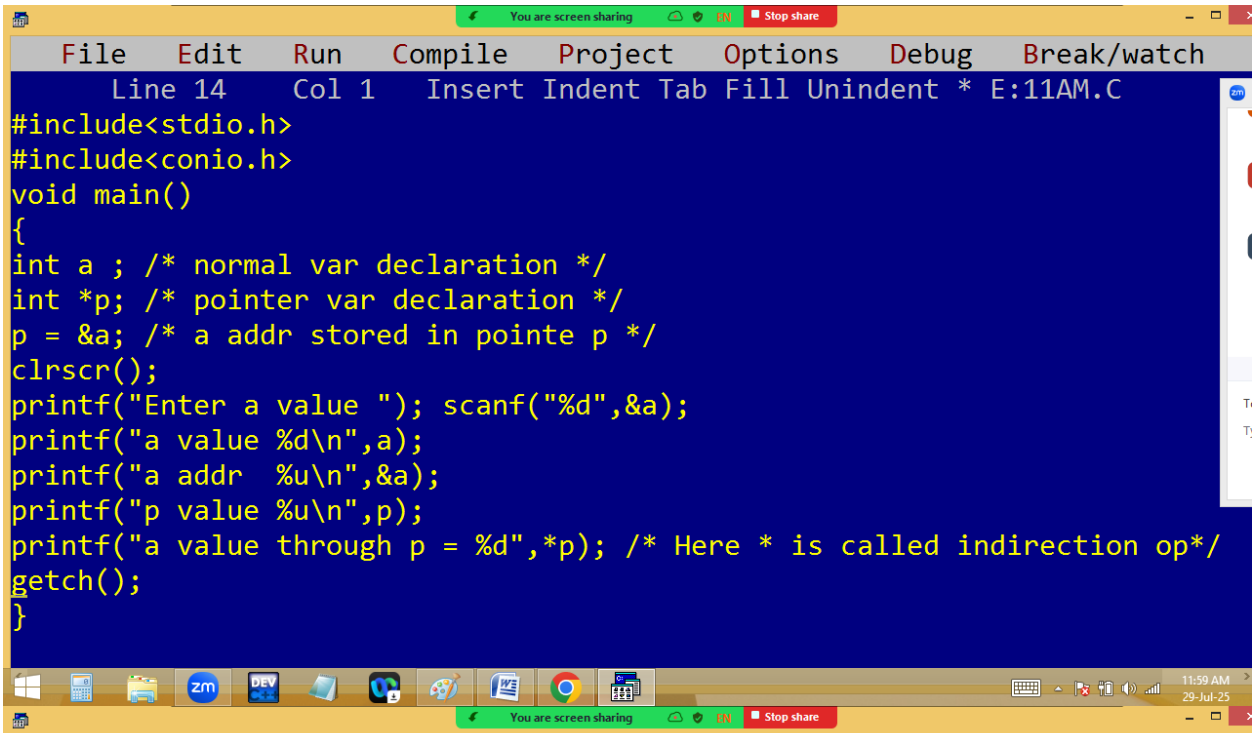
1. & - Address of the variable
2. * - pointer – stores the address of another variable.

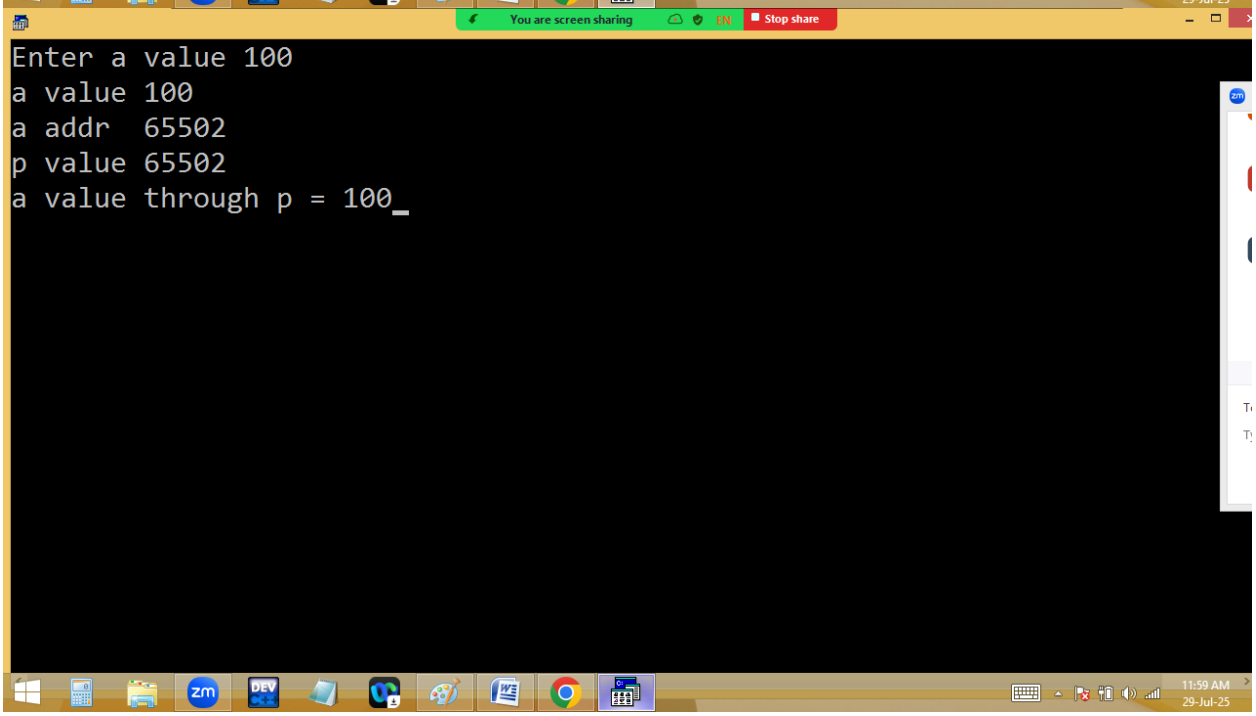

You are screen sharing
Stop share
File Edit Run Compile Project Options Debug Break/watch
Line 8 Col 42 Insert Indent Tab Fill Unindent * E:11AM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int a;
clrscr();
printf("Enter a value "); scanf("%d",&a);
printf("%d",a);
getch();
}
11:36 AM
29-Jul-25

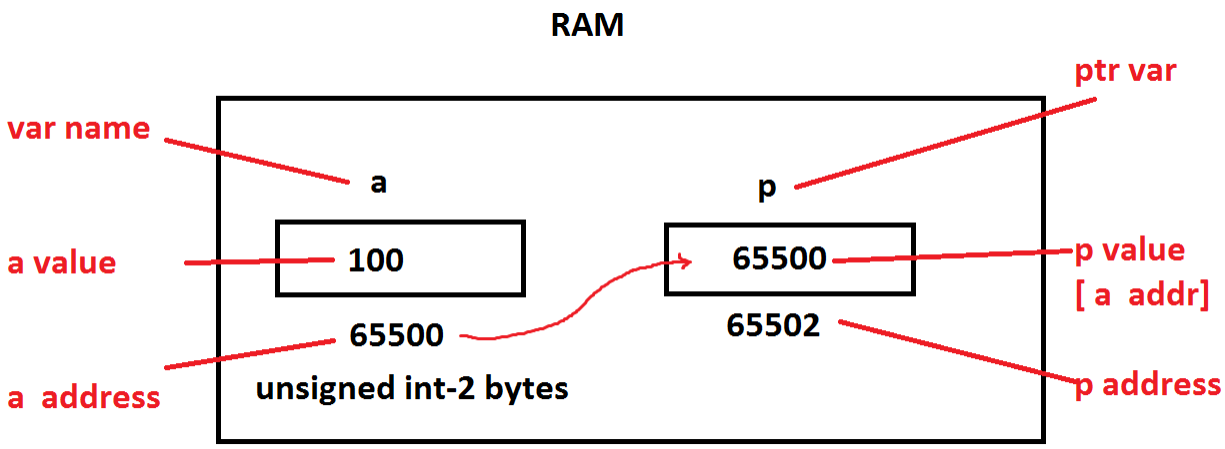

You are screen sharing
Stop share
Enter a value 100
100
11:36 AM
29-Jul-25



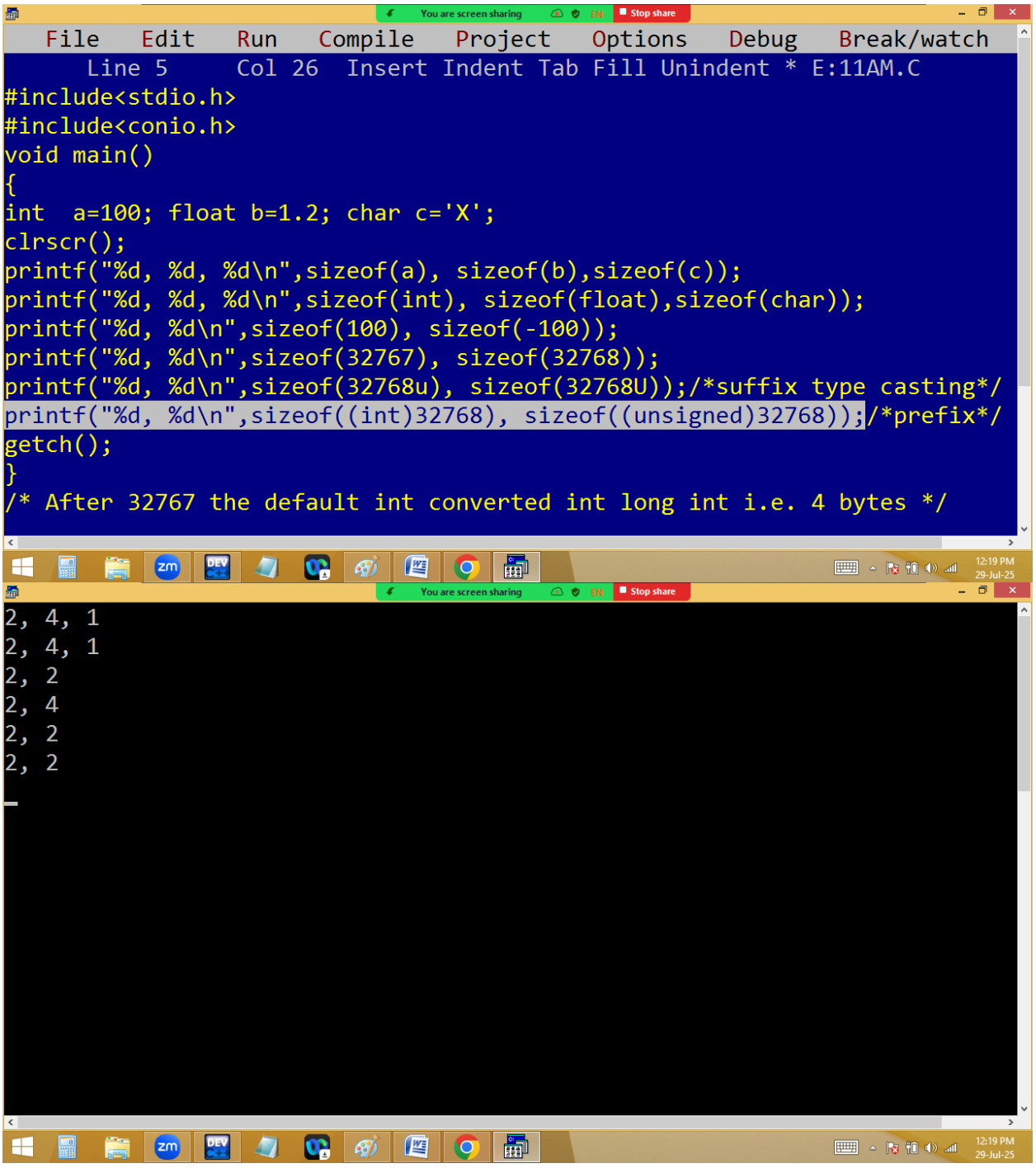
*** - pointer – pointer stores the address of another variable of same type.**


You are screen sharing
Stop share
File Edit Run Compile Project Options Debug Break/watch
Line 14 Col 1 Insert Indent Tab Fill Unindent * E:11AM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int a ; /* normal var declaration */
int *p; /* pointer var declaration */
p = &a; /* a addr stored in pointe p */
clrscr();
printf("Enter a value "); scanf("%d",&a);
printf("a value %d\n",a);
printf("a addr %u\n",&a);
printf("p value %u\n",p);
printf("a value through p = %d",*p); /* Here * is called indirection op*/
getch();
}
11:59 AM
29-Jul-25


You are screen sharing
Stop share
Enter a value 100
a value 100
a addr 65502
p value 65502
a value through p = 100
11:59 AM
29-Jul-25



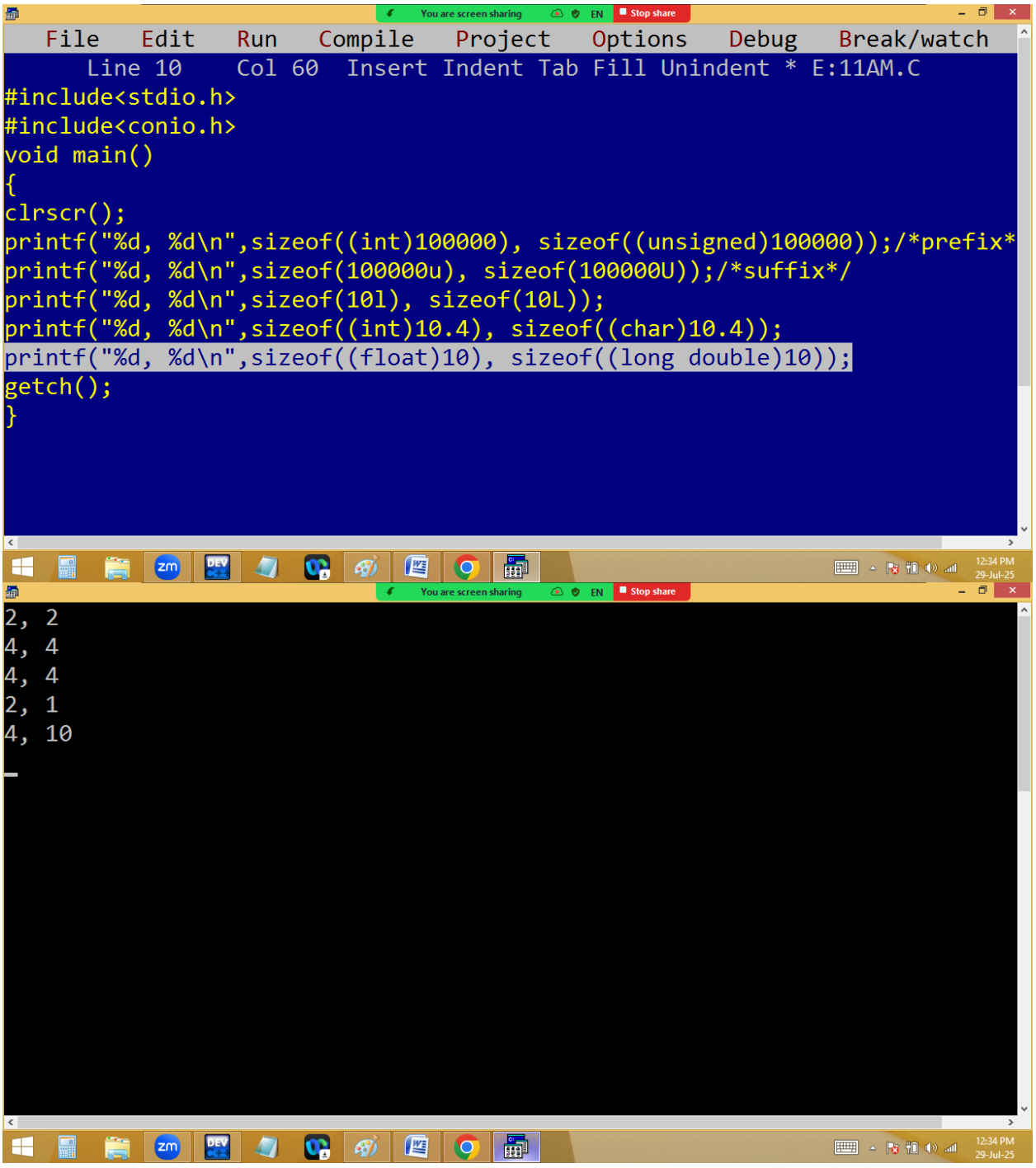
sizeof operator: It return the number of bytes taken by a variable / data type / value.


You are screen sharing
Stop share
File Edit Run Compile Project Options Debug Break/watch
Line 5 Col 26 Insert Indent Tab Fill Unindent * E:11AM.C
#include<stdio.h>
#include<conio.h>
void main()
{
int a=100; float b=1.2; char c='X';
clrscr();
printf("%d, %d, %d\n",sizeof(a), sizeof(b),sizeof(c));
printf("%d, %d, %d\n",sizeof(int), sizeof(float),sizeof(char));
printf("%d, %d\n",sizeof(100), sizeof(-100));
printf("%d, %d\n",sizeof(32767), sizeof(32768));
printf("%d, %d\n",sizeof(32768u), sizeof(32768U));/*suffix type casting*/
printf("%d, %d\n",sizeof((int)32768), sizeof((unsigned)32768));/*prefix*/
getch();
}
/* After 32767 the default int converted int long int i.e. 4 bytes */
12:19 PM
29-Jul-25
You are screen sharing
Stop share
2, 4, 1
2, 4, 1
2, 2
2, 4
2, 2
2, 2
12:19 PM
29-Jul-25

int range ===> -32768 to +32767 <== 2 bytes

32768

unsigned int ==> 0 to 65535 <== 2 bytes


You are screen sharing
EN
Stop share
File Edit Run Compile Project Options Debug Break/watch
Line 10 Col 60 Insert Indent Tab Fill Unindent * E:11AM.C
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
printf("%d, %d\n",sizeof((int)100000), sizeof((unsigned)100000));/*prefix*
printf("%d, %d\n",sizeof(100000u), sizeof(100000U));/*suffix*/
printf("%d, %d\n",sizeof(10l), sizeof(10L));
printf("%d, %d\n",sizeof((int)10.4), sizeof((char)10.4));
printf("%d, %d\n",sizeof((float)10), sizeof((long double)10));
getch();
}
12:34 PM
29-Jul-25
You are screen sharing
EN
Stop share
2, 2
4, 4
4, 4
2, 1
4, 10
12:34 PM
29-Jul-25