```c
//Ex-1 Address of the value | Operator-&

#include <stdio.h>


int main( )
{
        int i = 3 ;
        printf ( "\nAddress of i = %u", &i ) ; //returns the address of i
        printf ( "\nValue of i = %d", i ) ;
        return 0;
}



//Ex-2 Value of the address | Operator-*


#include <stdio.h>
int main( )
{
        int i = 3 ;//3 is the value, stored as i in some address of memory
        printf ( "\nAddress of i = %u", &i ) ; //returns the address of i / %u-F.S. of Unsigned integer.
        printf ( "\nValue of i = %d", i ) ;
        printf ( "\nValue of i = %d", *(&i)) ; //gives the value stored at a part. address//value = i=3
        return 0;
}


//Ex-3 /Ptr-Variable:

//A variable that contains the address of another variable. eg-int *j

#include<stdio.h>


int main( )

{

        int i = 3 ;

        int *j ; //ptr variable
```

```c
    j = &i ;

    printf ( "\nAddress of i = %u", &i) ;

    printf ( "\nAddress of i = %u", j ) ;

    printf ( "\nAddress of j = %u", &j ) ;

    printf ( "\nValue of j = %u", j ) ;

    printf ( "\nValue of i = %d", i ) ;

    printf ( "\nValue of i = %d", *( &i ) ) ;

    printf ( "\nValue of i = %d", *j ) ; //Value of i
}
```