```
...\01-DeclarationMethod_01\02-Float\PointerVariable_Float.c
```

```
1 #include <stdio.h>
2
3 int main(void)
4 {
5
       //variable declarations
6
       float num;
       float *ptr = NULL; //Declaration Method 1 :-'*ptr' is a variable of type
7
         'float'
8
9
       //code
       num = 6.9f;
10
11
       printf("\n\n");
12
13
       printf(" ****** BEFORE ptr = &num ******\n\n");
14
15
       printf("Value Of 'num'
                                        = %f\n\n", num);
       printf("Address Of 'num'
16
                                        = %p\n\n", &num);
17
       printf("Value At Address Of 'num' = %f\n\n", *(&num));
18
19
       //Assigning address of variable 'num' to pointer variable 'ptr'
       //'ptr' now contains address of 'num'...hence, 'ptr' is SAME as '&num'
20
       ptr = #
21
22
23
       printf("\n\n");
24
       printf(" ****** AFTER ptr = &num ******\n\n");
25
26
       printf("Value Of 'num'
                                        = %f\n\n", num);
       printf("Address Of 'num' = %p\n\n", ptr);
27
       printf("Value At Address Of 'num' = %f\n\n", *ptr);
28
29
30
       return(0);
31 }
32
```