```c
#include <stdio.h>

int main(void)
{
    //variable declarations
    float num;
    float *ptr = NULL; //Declaration Method 1 :-'*ptr' is a variable of type
        'float'

    //code
    num = 6.9f;

    printf("\n\n");

    printf(" ****** BEFORE ptr = &num ******\n\n");
    printf("Value Of 'num'             = %f\n\n", num);
    printf("Address Of 'num'           = %p\n\n", &num);
    printf("Value At Address Of 'num' = %f\n\n", *(&num));

    //Assigning address of variable 'num' to pointer variable 'ptr'
    //'ptr' now contains address of 'num'...hence, 'ptr' is SAME as '&num'
    ptr = &num;

    printf("\n\n");

    printf(" ****** AFTER ptr = &num ******\n\n");
    printf("Value Of 'num'             = %f\n\n", num);
    printf("Address Of 'num'           = %p\n\n", ptr);
    printf("Value At Address Of 'num' = %f\n\n", *ptr);

    return(0);
}
```