```c
 1  #include <stdio.h>
 2
 3  int main(void)
 4  {
 5      //variable declarations
 6      int iArray[10];
 7      int *ptr_iArray = NULL;
 8      int i;
 9
10      //code
11      for (i = 0; i < 10; i++)
12          iArray[i] = (i + 1) * 3;
13
14      // *** NAME OF ANY ARRAY IS ITS BASE ADDRESS ***
15      // *** HENCE, 'iArray' IS THE BASE ADDRESS OF ARRAY iArray[] OR 'iArray' IS
          THE ADDRESS OF ELEMENT iArray[0] ***
16      // *** ASSIGNING BASE ADDRESS OF ARRAY 'iArray[]' TO INTEGER POINTER
          'ptr_iArray'
17
18      ptr_iArray = iArray; // ptr_iArray = &iArray[0];
19
20      printf("\n\n");
21      printf("Elements Of The Integer Array : \n\n");
22      for (i = 0; i < 10; i++)
23          printf("iArray[%d] = %d\n", i, *(ptr_iArray + i));
24
25      printf("\n\n");
26      printf("Elements Of The Integer Array : \n\n");
27      for (i = 0; i < 10; i++)
28          printf("iArray[%d] = %d \t \t Address = %p\n", i, *(ptr_iArray + i),
              (ptr_iArray + i));
29
30      printf("\n\n");
31
32      return(0);
33  }
34
```