

```
1  #include <stdio.h>
2
3  int main(void)
4  {
5      //variable declarations
6      char cArray[10];
7      char *ptr_cArray = NULL;
8      int i;
9
10     //code
11     for (i = 0; i < 10; i++)
12         cArray[i] = (char)(i + 65);
13
14     // *** NAME OF ANY ARRAY IS ITS BASE ADDRESS ***
15     // *** HENCE, 'cArray' IS THE BASE ADDRESS OF ARRAY cArray[] OR 'cArray' IS
16     // *** ASSIGNED BASE ADDRESS OF ARRAY 'cArray[]' TO CHAR POINTER 'ptr_cArray'
17
18     ptr_cArray = cArray; // ptr_cArray = &cArray[0];
19
20     printf("\n\n");
21     printf("Elements Of The Character Array : \n\n");
22     for (i = 0; i < 10; i++)
23         printf("cArray[%d] = %c\n", i, *(ptr_cArray + i));
24
25     printf("\n\n");
26     printf("Elements Of The Character Array : \n\n");
27     for (i = 0; i < 10; i++)
28         printf("cArray[%d] = %c \t \t Address = %p\n", i, *(ptr_cArray + i),
29             (ptr_cArray + i));
30
31     printf("\n\n");
32     return(0);
33 }
34
35
```