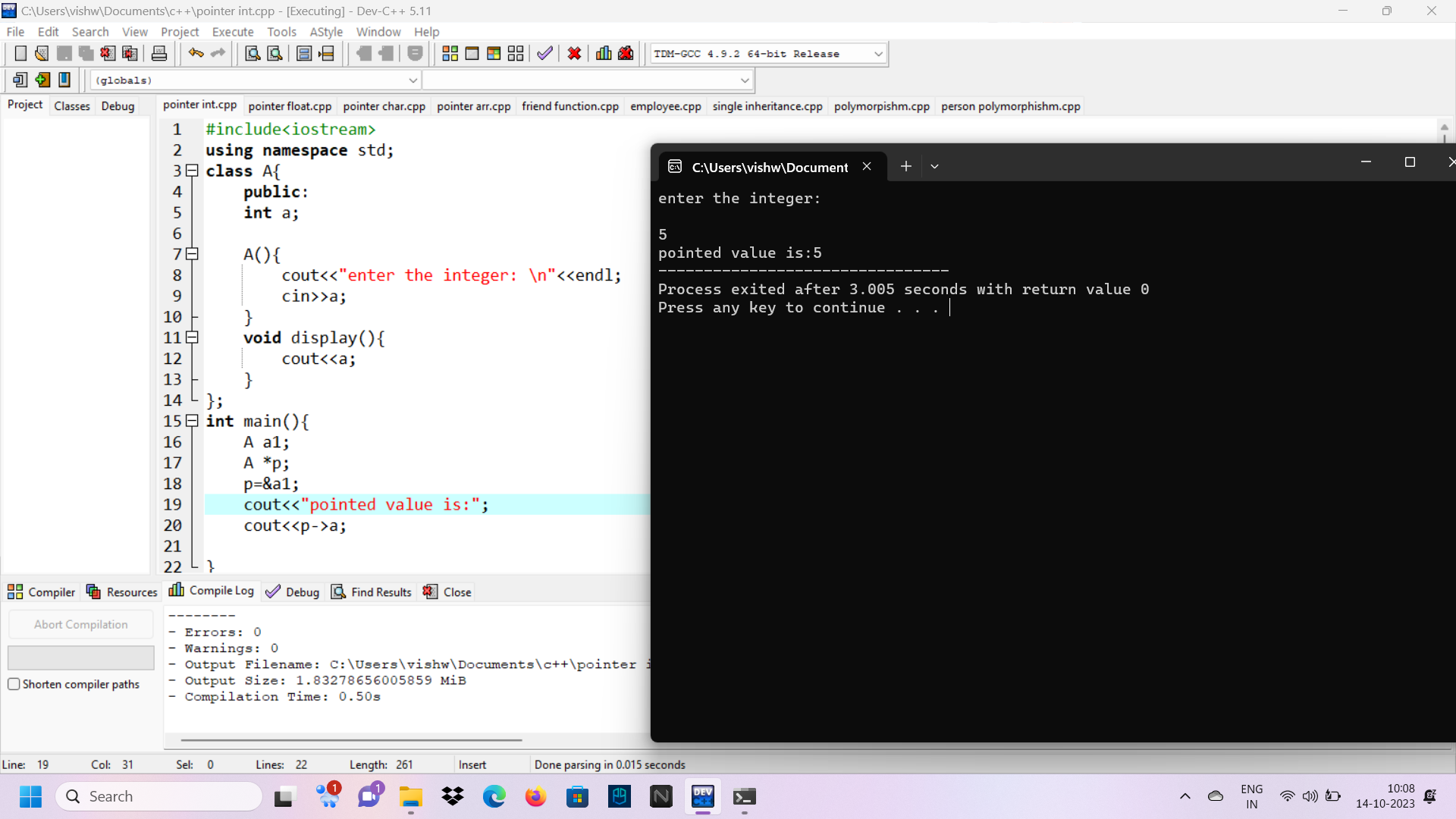
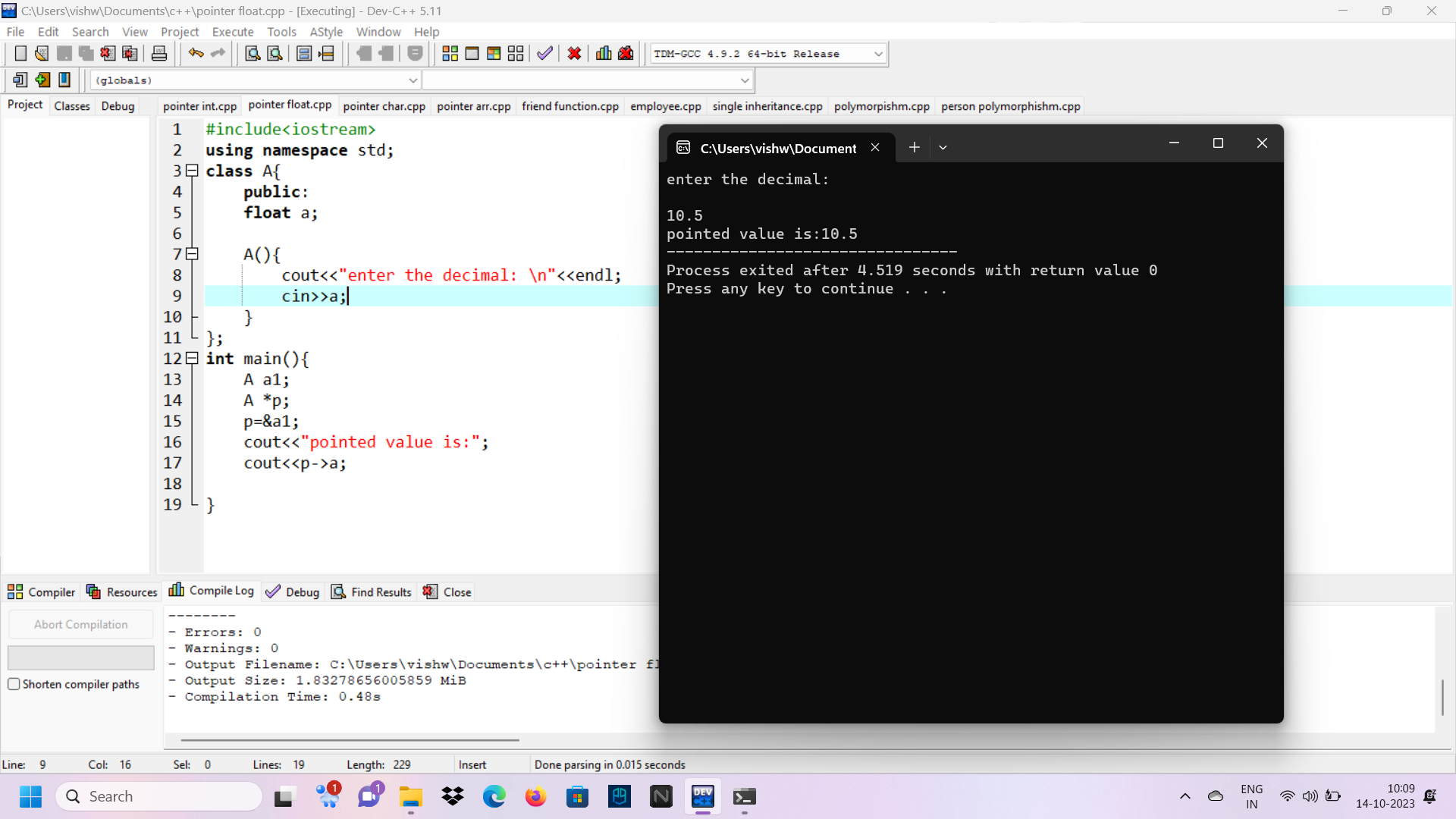
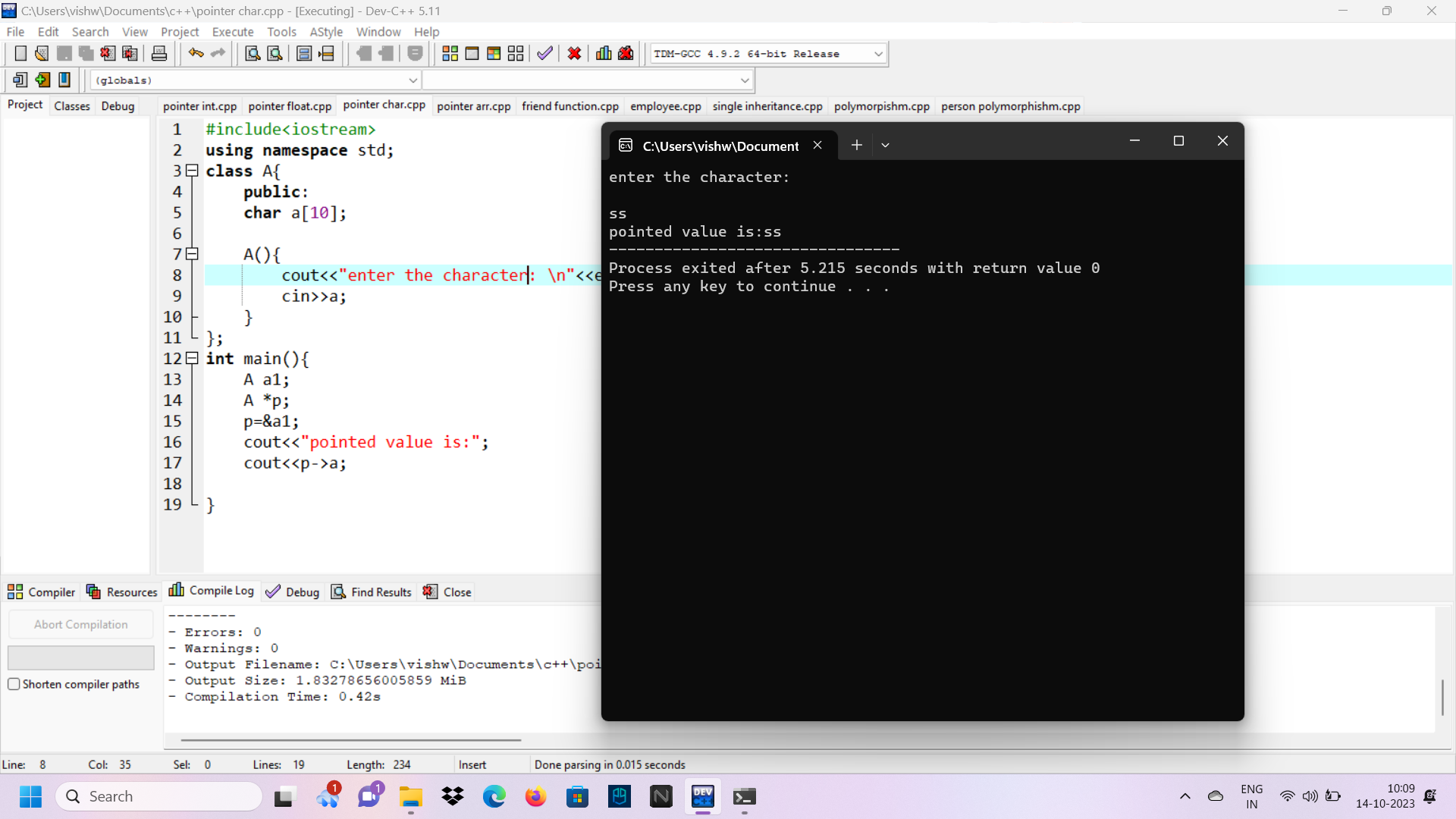
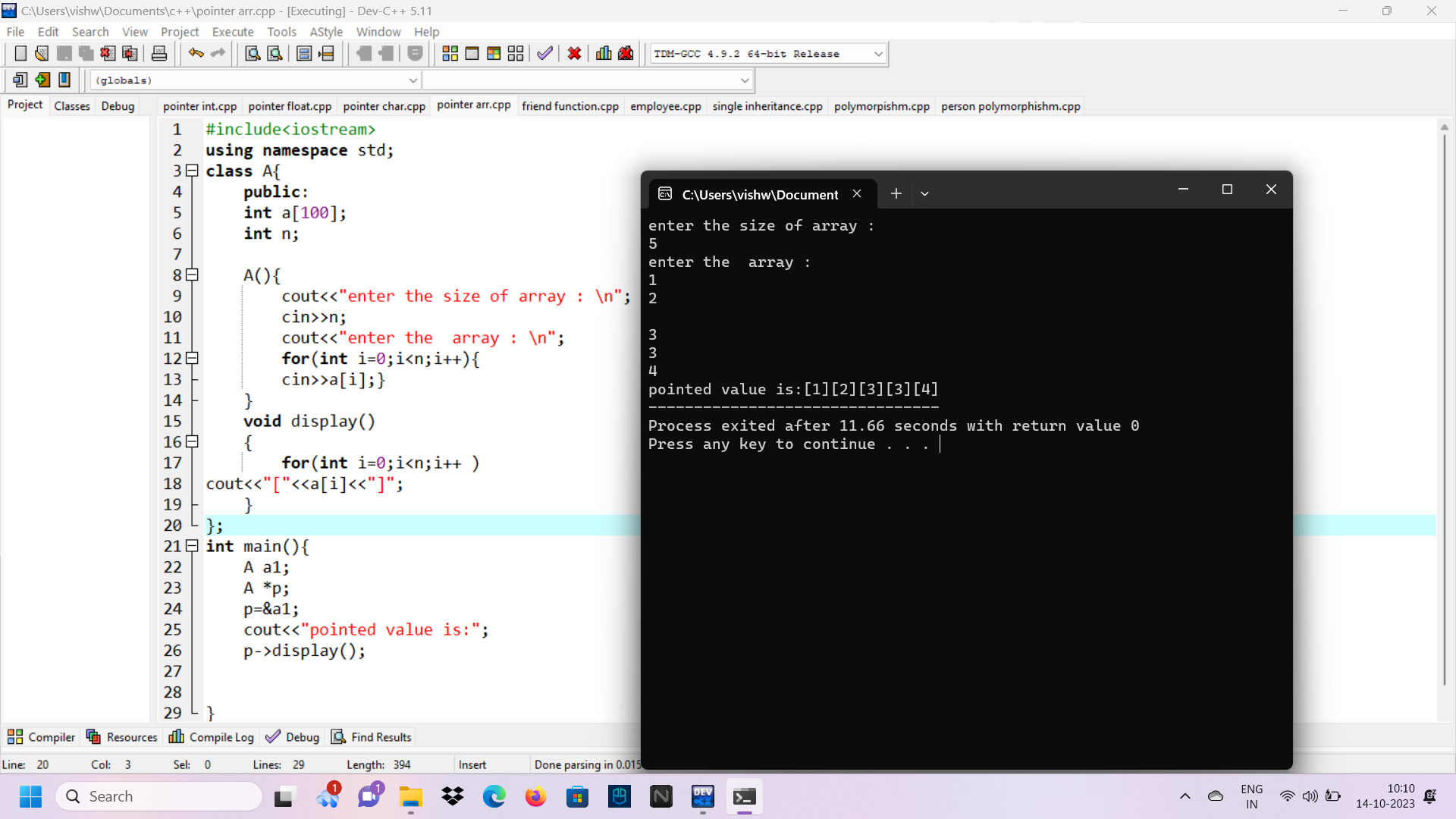
1.integer pointer:

2.Float pointer:

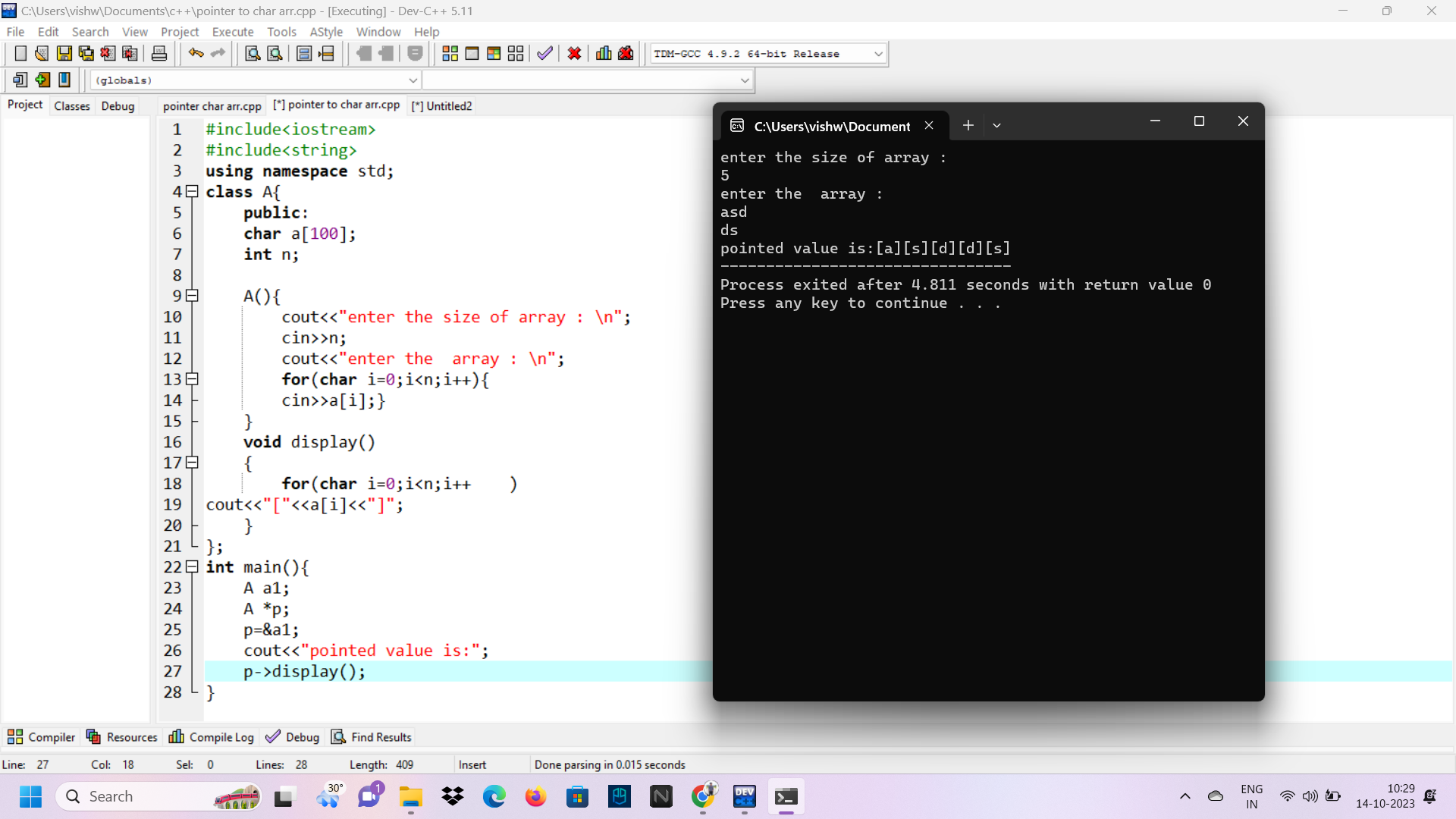
3.Character pointer:



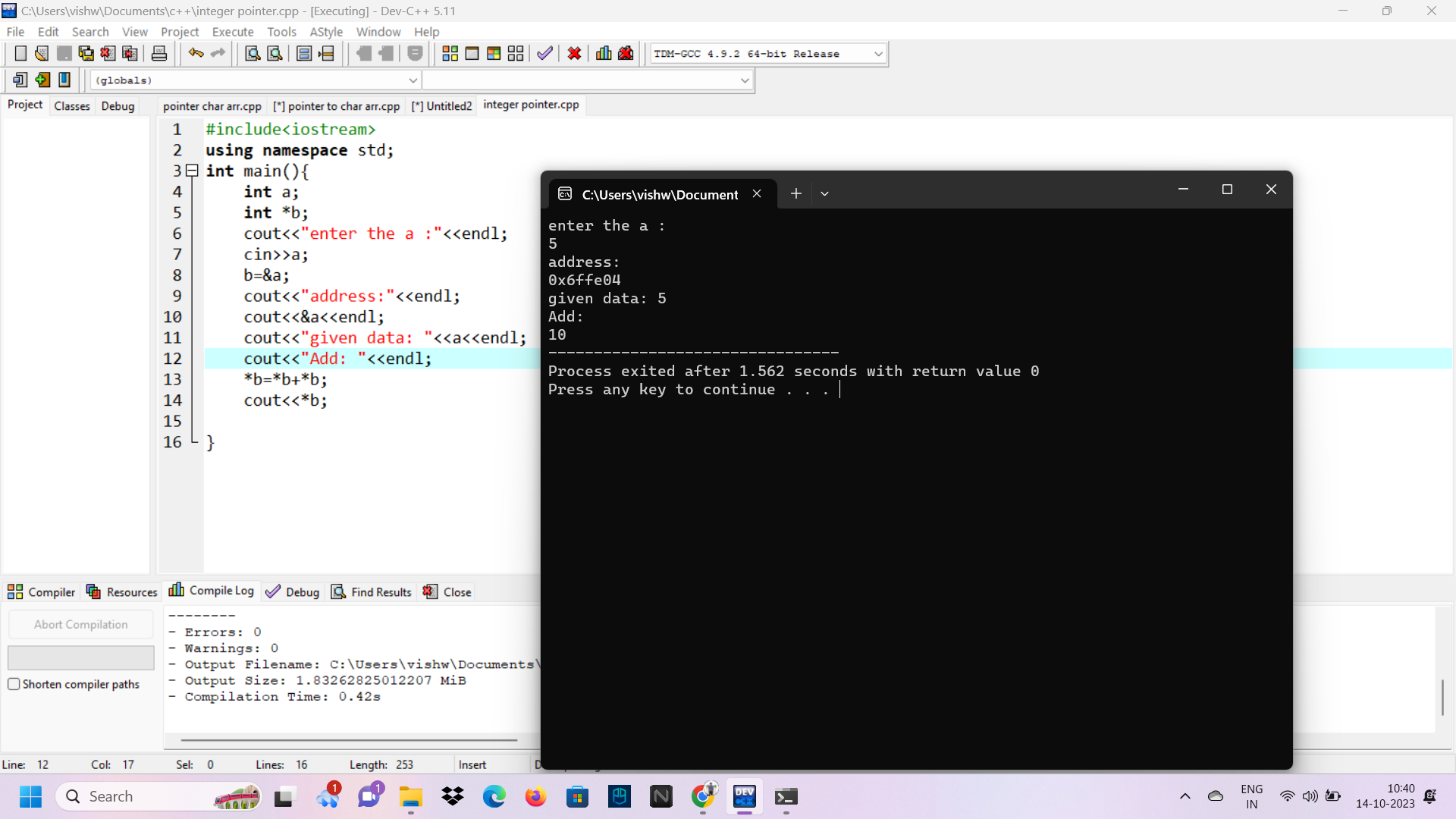
4.Array pointer:



5.Pointer to char array:



6.integer pointer:



7.float pointer

