```c
#include <stdio.h>

//24. What will be the output of the C program?

int main(void) {
  int age = 5, tom = 0, jerry = 0;
  int* aPtr = &age;
  tom = (*aPtr)++;              // post associativity  is left to right
  printf("\n%d", age);          // by the way post is higher than pre
  printf("\n%d", tom);

  age = 55;
  jerry = ++(*aPtr);            // pre associativity  is right to left
  printf("\n%d", age);
  printf("\n%d", jerry);
  return 0;
}
```

```c
//23. What will be the output of the C program?

#include<stdio.h>
int main()
{
    printf("%d\n", sizeof(void *));
    printf("%d\n", sizeof(void));
    return 0;
}
```

```c
// 22. What will be the output of the C program?

#include<stdio.h>
int main()
{
```

```c
    char *ptr = NULL;
    char string[] = "learn C from 2107";
    ptr = string;
    ptr += 6;
    printf("%s", ptr);
    return 0;
}



//20. What will be the output of the C program?

#include<stdio.h>
int main(){
    int tom = 0, jerry = 0, spike = 0;
    char *tomPtr = NULL;
    int *jerryPtr = NULL;
    double *spikePtr = NULL;

    tom = (int)(tomPtr + 1);
    jerry = (int)(jerryPtr + 1);
    spike = (int)(spikePtr + 1);

    printf("%d %d  %d",tom, jerry, spike);
    return 0;
}

#include<stdio.h>
int main(){
    int tom = 1992;
    int *jerry;
    int **spike;
    jerry = &tom;
    spike = &jerry;
    printf("%u %u %u ",spike,*spike,**spike);
    return 0;
}

#include<stdio.h>
int main(){
```

```c
    int *ptr;
    *ptr = 5;
    printf("%d" , *ptr);
    return 0;
}

#include<stdio.h>
#include<string.h>
int main(){
    char tom = 30, jerry = 40;
    char *aPtr = &tom, *bPtr = &jerry;
    printf("%d", aPtr - bPtr);
    return 0;
}

#include<stdio.h>
int main()
{
    char *ptr = "2beornottobe";
    printf("%c\n",*&*ptr);          // try %d. you will get 50 the decimal
value of 2 in ASCII table.
    return 0;
}

#include<stdio.h>
int main(void){
    char *aPtr = "What a journey!";
    printf("%s", aPtr+7);
    return 0;
}

#include<stdio.h>
#include<string.h>
int main(){
    char *ptr = "hello";
    char array[22];
    *ptr = "world";
    printf("\n%s %s",ptr, array);
    return 0;
}
```

```c
#include<stdio.h>
#include<string.h>
int main (void) {
    char *aPtr = "baby shark";
    char songTitle[6];                      // Question: try 5 instead of
6, and see what happens?
    strcpy(songTitle, "dance");
    printf("\n%s %s",aPtr, songTitle);
    return 0;
}

#include<stdio.h>
int main(){
    int tom = 3;
    int *jerry;
    int **spike;
    jerry = &tom;
    spike = &jerry;
    spike++;
    printf("%d ",**spike);
    return 0;
}


#include<stdio.h>
int main(){
    int droopy = 128;
    char *aPtr;
    aPtr = (char *)&droopy;
    printf("%d ",*aPtr);
    return 0;
}
```