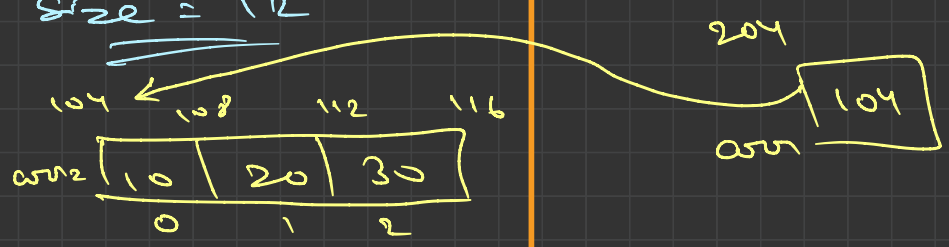
```
int main ()
{
    int arr[] = {10,20,30};
    cout << sizeof (arr) ;
    Solve ();
}
```

```
Solve (int *arr, int size)
{
    cout << sizeof (arr) ;
}
```

int arr[]

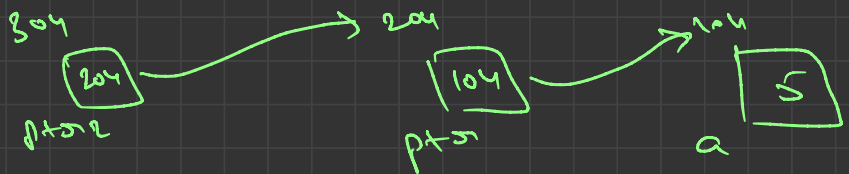
Size = 8 =?

Size = 12



Pointer to Pointer

```
int a = 5;
int *ptr = &a;
int **ptr2 = &ptr;
```



**ptr2 → 5
*ptr → 5