void main( )

{

int iArr [ ] = {0,1,2,3};

int \* iPtr = iArr;

short \*sPtr = (short \*) &iArr[1];

sPtr++;

}

|  |  |  |
| --- | --- | --- |
| **Byte’s Address** | **Alias** | **Byte’s Value**  \*(sPtr) a short at 12FF84 0000  \*(iPtr + 1) an int at 12FF82 00000001  \*(sPtr + 3) a short at 12FF8A 0003  (sPtr – 2) an address 2 shorts from the current address (minus) 0012FF80  (iPtr + 4) an address 4 integers from the current address (plus) 0012FF8E  &iPtr the address where iPtr exists in memory 0012FF8E |
| 0x12FF95 |  | 00 |
| 0x12FF94 |  | 12 |
| 0x12FF93 |  | FF |
| 0x12FF92 | sPtr | 84 |
| 0x12FF91 |  | 00 |
| 0x12FF90 |  | 12 |
| 0x12FF8F |  | FF |
| 0x12FF8E | iPtr | 7E |
| 0x12FF8D |  | 00 |
| 0x12FF8C |  | 00 |
| 0x12FF8B |  | 00 |
| 0x12FF8A | iArr[3] | 03 |
| 0x12FF89 |  | 00 |
| 0x12FF88 |  | 00 |
| 0x12FF87 |  | 00 |
| 0x12FF86 | iArr[2] | 02 |
| 0x12FF85 |  | 00 |
| 0x12FF84 |  | 00 |
| 0x12FF83 |  | 00 |
| 0x12FF82 | iArr[1] | 01 |
| 0x12FF81 |  | 00 |
| 0x12FF80 |  | 00 |
| 0x12FF7F |  | 00 |
| 0x12FF7E | iArr[0] | 00 |