```
Enter initial value: 0
Enter final value: .5
Enter increment: .1

      x          cos(x)
-------     -------
0.00000     1.00000
0.10000     0.99500
0.20000     0.98007
0.30000     0.95534
0.40000     0.92106
0.50000     0.87758

      x          sin(x)
-------     -------
0.00000     0.00000
0.10000     0.09983
0.20000     0.19867
0.30000     0.29552
0.40000     0.38942
0.50000     0.47943

      x          tan(x)
-------     -------
0.00000     0.00000
0.10000     0.10033
0.20000     0.20271
0.30000     0.30934
0.40000     0.42279
0.50000     0.54630
```

17.8 Restricted Pointers (C99)

This section and the next discuss two of C99's pointer-related features. Both are primarily of interest to advanced C programmers; most readers will want to skip these sections.

In C99, the keyword `restrict` may appear in the declaration of a pointer:

```
int * restrict p;
```

A pointer that's been declared using `restrict` is called a ***restricted pointer.*** The intent is that if `p` points to an object that is later modified, then that object is not accessed in any way other than through `p`. (Alternative ways to access the object include having another pointer to the same object or having `p` point to a named variable.) Having more than one way to access an object is often called ***aliasing.***

Let's look at an example of the kind of behavior that restricted pointers are supposed to discourage. Suppose that `p` and `q` have been declared as follows:

```
int * restrict p;
int * restrict q;
```