>>>>>>>>> POINTERS <<<<<<<<<<

1) int main()

{

int i;

int \*ptr = (int \*)malloc(5\*sizeof(int)); // Suppose address is 11000

for(i=0; i<5; i++)

{ // -----------

ptr[i] = i; // |0|1|2|3|4|

// -----------

}

PF("%d ",\*ptr++); // o/p : 0 // ( \* ( ptr++ ) ), post increment in address. |0|1|2|3|4| ->> addr(11001)

PF("%d ",(\*ptr)++); // o/p : 1 // first derefrence and then increment in value. |0|2|2|3|4| ->> addr(11001)

PF("%d ",\*ptr); // o/p : 2 // |0|2|2|3|4| ->> addr(11001)

PF("%d ",\*++ptr); // o/p : 2 // first increment in Address then dereference. |0|2|2|3|4| ->> addr(11002)

PF("%d ",++\*ptr);// o/p : 3 // First derefrence and then increment value. |0|2|3|3|4| ->> addr(11002)

PF("%d ",\*ptr);

}

OUTPUT :

0 1 2 2 3

2) void pointer can't be derefrence. we must typecast before using it.

3)