

a) Invalid, you cannot add type `int` to type `int[]`

b) Valid, as `arr-2` is a pointer, adding 10 increases its address by 10.

c) valid, `&arr-1` is the address of the array which is a valid value for `arr-2`.

d) Invalid, `arr-2` & `arr-1` are different types. if it was `&arr-1` it would be valid.

e) Invalid, `arr-1[2]` is type `int`, `arr-1` is type `int[]`, `arr-2` is a ptr.
no types match.