



ptr = &a[0]; // Same as _____

*ptr = 42; // Same as _____

*(a + 1) = 59; // Same as _____

ptr[2] = 77; // Same as _____

x = 82;

*ptr++ = x; // Equivalent as two statements _____

x = ++*ptr; // Equivalent as two statements _____

x = 99;

*++ptr = x; // Equivalent as two statements _____

x = 5;

x = (*ptr)++; // Equivalent as two statements _____

x = *(ptr - 2) + 5; // Same as _____

Use the same variable name in the "Same as" expressions. For example, if the expression uses `ptr`, you cannot use the array name `a` in the equivalent expression.

Generally, if the expression involves a pointer access, write the equivalent using an array access, and vice versa.