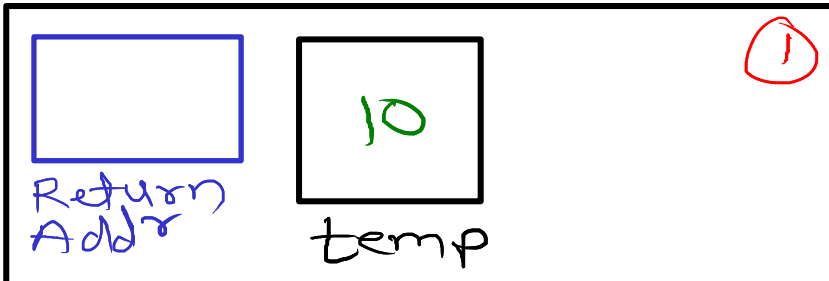


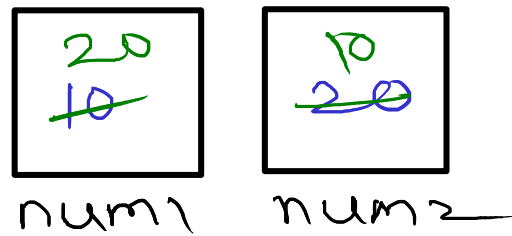
①
main()

②
swap()

stack



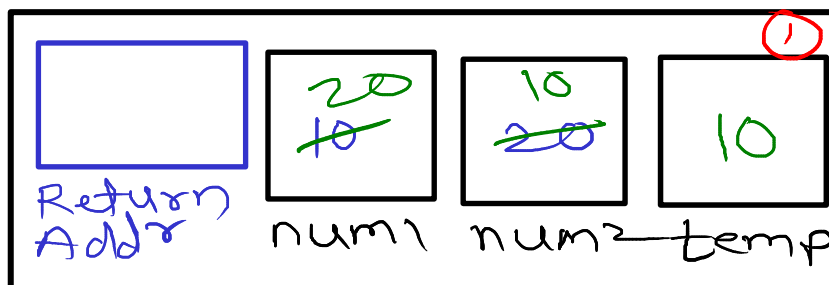
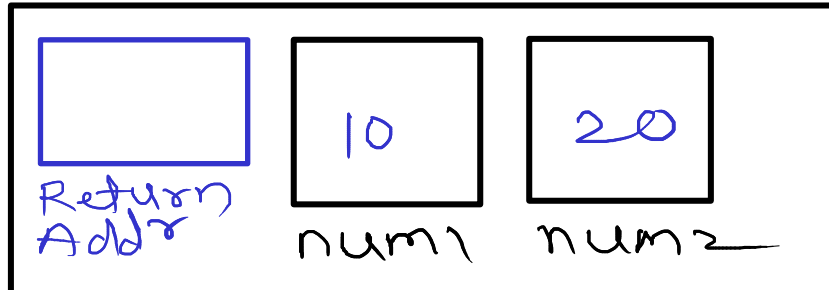
data



①
main()

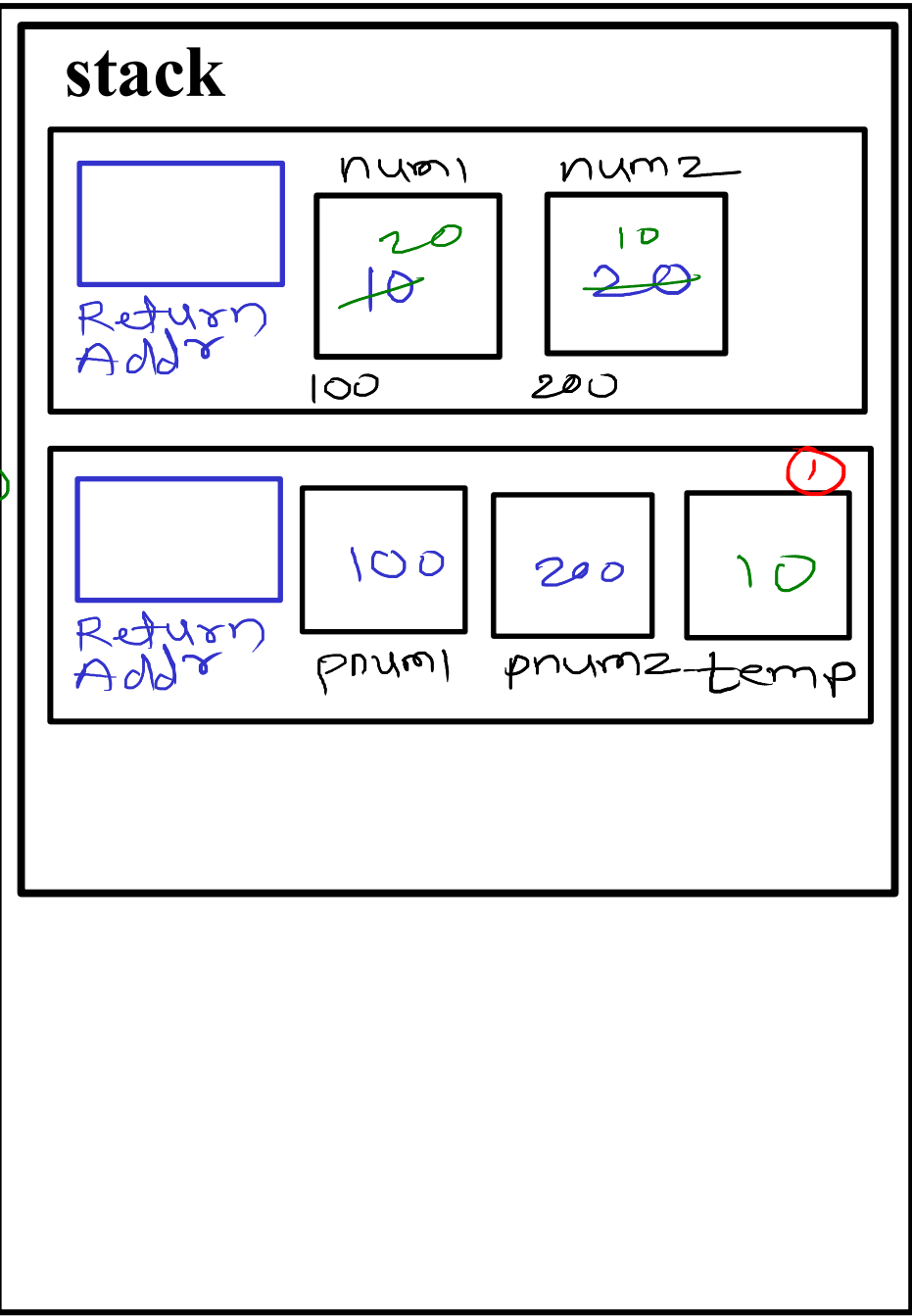
②
swap()

stack



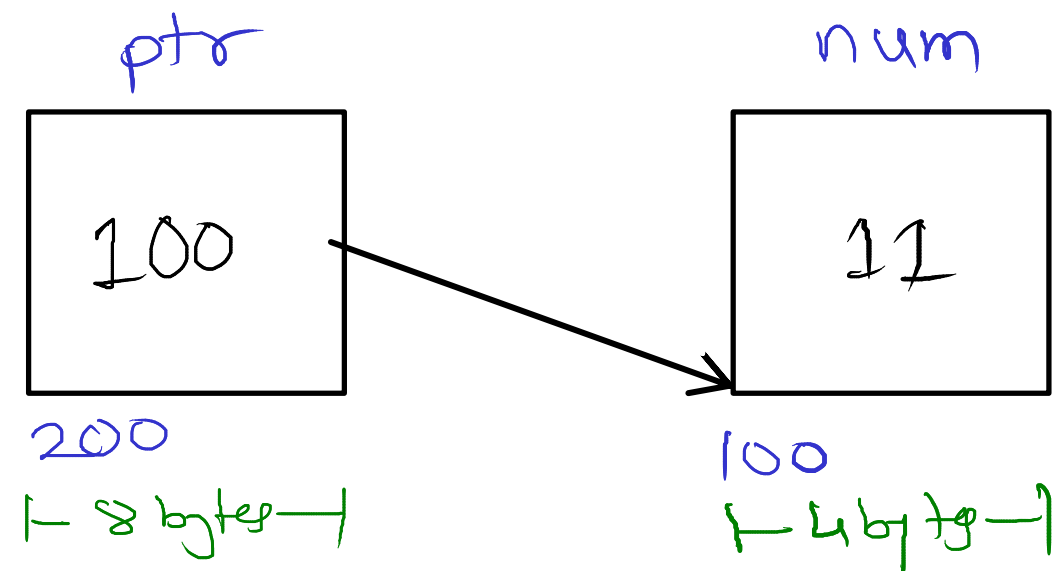
①
main()

②
swap()



int *ptr = #

int num = 11;



***ptr - accessing memory location (100)**

value of num = 11
add^r of num = 100

value of ptr = 100
add^r of ptr = 200
value of ptr = 11