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#include <stdio.h>

// What is a function

// A normal function with an int parameter
// and void return type
void fun(int a)
{
    printf("Value of a is %d\n", a);
}

int main()
{
    // fun_ptr is a pointer to function fun()
    void (*fun_ptr)(int) = &fun;

    /* The above line is equivalent of following two
       void (*fun_ptr)(int);
       fun_ptr = &fun;
    */

    // Invoking fun() using fun_ptr
    (*fun_ptr)(10);

    fun_ptr(10); // * removed

    return 0;
}

```