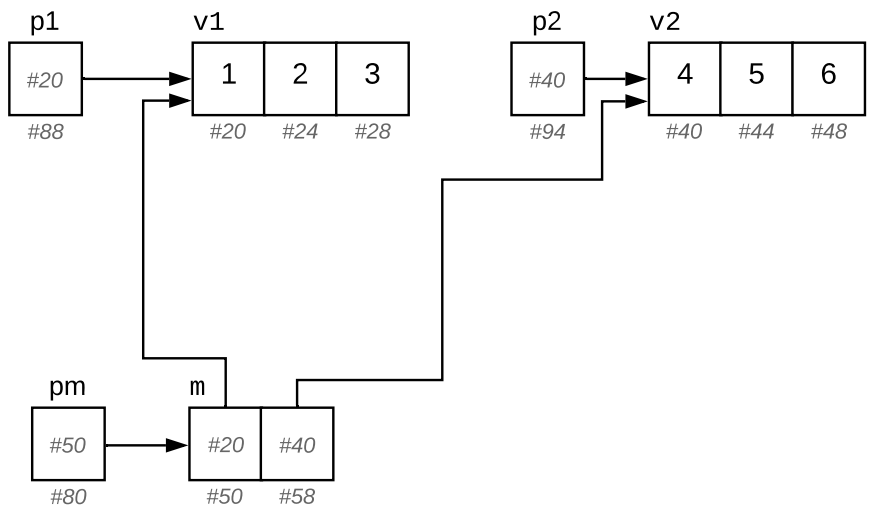
Vetor de Ponteiros



Determine os valores com base na ilustração

p1 : #20
v1 : #20
p1 + 2 : #28
v1 + 2: #28
p2[1] : 5
*(v2+1): 5
m : #50
*m : #20
pm: #50
*pm : #20

m[0] : #20
*(m+1) : #40
*pm[1] : 4
**(m+1): 4
m[0][2] : 3
pm : #50
pm+1: #58
*(pm+1) : #40
*(pm+1) + 2 : #48
((pm+1) + 2) : 6

Escreva um trecho de código que reproduza a ilustração acima.

```
int v1[3] = {1, 2, 3};
int v2[3] = {4, 5, 6};

int* p1 = v1;
int* p2 = v2;
int* m[2] = {v1, v2};

int** pm = m;
```

Escreva um trecho de código que imprima os valores 1, 2, 3, 4, 5 e 6. Utilize a notação de sua preferência.

```
// valor 1
printf("%d\n", p1[0]);
printf("%d\n", v1[0]);
printf("%d\n", *(v1));
printf("%d\n", *pm[0]);
printf("%d\n", m[0][0]);
printf("%d\n", **m);
printf("%d\n", **pm);
```

```
// valor 2
printf("%d\n", p1[1]);
printf("%d\n", v1[1]);
printf("%d\n", *(v1+1));
printf("%d\n", *(pm[0]+1));
printf("%d\n", m[0][1]);
printf("%d\n", *(*m+1));
printf("%d\n", *(*pm+1));
```

```
// valor 3
printf("%d\n", p1[2]);
printf("%d\n", v1[2]);
printf("%d\n", *(v1+2));
printf("%d\n", *(pm[0]+2));
printf("%d\n", m[0][2]);
printf("%d\n", *(*m+2));
printf("%d\n", *(*pm+2));
```

```
// valor 4
printf("%d\n", p2[0]);
printf("%d\n", v2[0]);
printf("%d\n", *(v2));
printf("%d\n", *pm[1]);
printf("%d\n", m[1][0]);
printf("%d\n", **(m+1));
printf("%d\n", **(pm+1));
```

```
// valor 5
printf("%d\n", p2[1]);
printf("%d\n", v2[1]);
printf("%d\n", *(v2+1));
printf("%d\n", *(pm[1]+1));
printf("%d\n", m[1][1]);
printf("%d\n", *(*(m+1)+1));
printf("%d\n", *(*(pm+1)+1));
```

```
// valor 6
printf("%d\n", p2[2]);
printf("%d\n", v2[2]);
printf("%d\n", *(v2+2));
printf("%d\n", *(pm[1]+2));
printf("%d\n", m[1][2]);
printf("%d\n", *(*(m+1)+2));
printf("%d\n", *(*(pm+1)+2));
```