1. .

```c
#include <stdio.h>
int main(){
        char* ptr = "helloworld";//initialize pointer and point it to start
        print(ptr + 4);//moves pointer forward one letter, output "elloworld"
        return 0;
}
```

2. .

```c
#include <stdio.h>
int main(){
        int * ptr; //creates pointer to integer
        printf("%d",sizeof(ptr)); //output is 4, the size of an integer
        return 0;
}
```

3. .

```c
#include <stdio.h>
int main(){
        int* ptr = 2; //creates pointer to memory space 2
        printf("%ld",sizeof(ptr));//output is 4, the size of the pointer(int)
        return 0;
}
```

4. .

```c
#include <stdio.h>
int main(){
    char* ptr; //creates character pointer
    char string[] = "learn C from class";//creates string
    ptr = string; //points pointer to beginning to string
    ptr += 6; //moves pointer 6 characters forward
    printf("%s",ptr); //out is "C from class"
    return 0;
}
```

5. .

```c
#include <stdio.h>
void function(char **);
int main(){
    char* arr[] = {"ant","bat","cat","dog","egg","fly"};//create array if strings
    function(arr);//pass pointer to beginning of array to function
    return 0;
}
void function(char ** ptr){
    char* ptr1;//creates character pointer (string)
    ptr1 = (ptr += sizeof(int))[-2];//shifts pointer 4 spots ahead in array
                                    //then selects string 2 spots back
                                    //points ptr1 to string
    printf("%s \n", ptr1); //outputs "cat"
}
```