main.c

```c
1   # include <stdio.h>
2   int main()
3   {
4       int x=10,y=20;
5       int *p1=&x;
6       int *p2=&y;
7       printf("before swap\n");
8       printf("x=%d,y=%d\n",x,y);
9       int temp=*p1;
10      *p1=*p2;
11      *p2=temp;
12      printf("after swap\n");
13      printf("x=%d,y=%d",x,y);
14      return 0;
15  }
```

Output

```
before swap
x=10,y=20
after swap
x=20,y=10

=== Code Execution Successful ===
```

```c
1   # include <stdio.h>
2   int main()
3 ▾ {
4       int x=10,y=20;
5       int temp;
6       temp=x;
7       x=y;
8       y=temp;
9       printf("after swap:x=%d,y=%d\n",x,y);
10      return 0;
11  }
```

after swap:x=20,y=10

=== Code Execution Successi