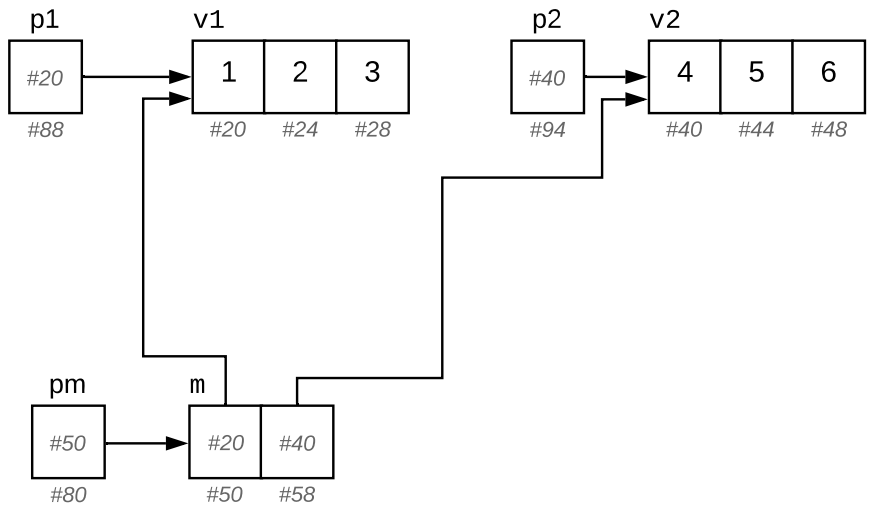
Vetor de Ponteiros



Determine os valores com base na ilustração

p1 :	#20	m[0] :	#20
v1 :	#20	*(m+1) :	#40
p1 + 2 :	#28	*pm[1] :	4
v1 + 2:	#28	**(m+1):	4
p2[1] :	5	m[0][2] :	3
*(v2+1):	5	pm :	#50
m :	#50	pm+1:	#58
*m :	#20	*(pm+1) :	#40
pm:	#50	*(pm+1) + 2 :	#48
*pm :	#20	*(*(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* m[2];
m[0] = v1;
m[1] = v2;

int** pm = m;
int* p1 = v1;
int* p2 = v2;
```

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

```
printf("%d\n", m[0][0]);
printf("%d\n", m[0][1]);
printf("%d\n", m[0][2]);
printf("%d\n", m[1][0]);
printf("%d\n", m[1][1]);
printf("%d\n", m[1][2]);

printf("%d\n", pm[0][0]);
printf("%d\n", pm[0][1]);
printf("%d\n", pm[0][2]);
printf("%d\n", pm[1][0]);
printf("%d\n", pm[1][1]);
printf("%d\n", pm[1][2]);
```

```
printf("%d\n", *(m[0] + 0));
printf("%d\n", *(m[0] + 1));
printf("%d\n", *(m[0] + 2));
printf("%d\n", *(m[1] + 0));
printf("%d\n", *(m[1] + 1));
printf("%d\n", *(m[1] + 2));

printf("%d\n", *(pm[0] + 0));
printf("%d\n", *(pm[0] + 1));
printf("%d\n", *(pm[0] + 2));
printf("%d\n", *(pm[1] + 0));
printf("%d\n", *(pm[1] + 1));
printf("%d\n", *(pm[1] + 2));
```

```
printf("%d\n", *(*(m+0) + 0));
printf("%d\n", *(*(m+0) + 1));
printf("%d\n", *(*(m+0) + 2));
printf("%d\n", *(*(m+1) + 0));
printf("%d\n", *(*(m+1) + 1));
printf("%d\n", *(*(m+1) + 2));

printf("%d\n", *(*(pm+0) + 0));
printf("%d\n", *(*(pm+0) + 1));
printf("%d\n", *(*(pm+0) + 2));
printf("%d\n", *(*(pm+1) + 0));
printf("%d\n", *(*(pm+1) + 1));
printf("%d\n", *(*(pm+1) + 2));
```