```c
// Declare pointer, initialize it and then print the value and address of the variables using pointer.
#include <stdio.h>

int main()
{
    // Declare and initialize variables
    int a = 5, b = 12;

    // Declare pointers and assign addresses of variables
    int *x = &a;
    int *y = &b;

    // Print the value and address of variable 'a' using pointer 'x'
    printf("Value of a: %d\n", *x);
    printf("Address of a: %p\n", x);

    // Print the value and address of variable 'b' using pointer 'y'
    printf("Value of b: %d\n", *y);
    printf("Address of b: %p\n", y);

    return 0;
}
```

```
manish@fedora: ~/vs-code/bca-programming-repo/C/pointe
$ ./question1
Value of a: 5
Address of a: 0x7ffee4490bac
Value of b: 12
Address of b: 0x7ffee4490ba8

manish@fedora: ~/vs-code/bca-programming-repo/C/pointe
```

```c
// WAP to add two numbers using pointer.
#include <stdio.h>

int main()
{
    // Declare variables
    int a, b;

    // Input: Get values for a and b from the user
    printf("Enter two numbers: ");
    scanf("%d %d", &a, &b);

    // Declare pointers and assign addresses of variables
    int *x = &a;
    int *y = &b;

    // Calculate the sum using pointers
    int sum = *x + *y;

    // Output: Display the sum
    printf("Sum = %d\n", sum);

    return 0;
}
```

```
manish@fedora: ~/vs-code/bca-programming-repo/C/pointe
$ ./question2
Enter two numbers: 2 55
Sum = 57

manish@fedora: ~/vs-code/bca-programming-repo/C/pointe
$
```