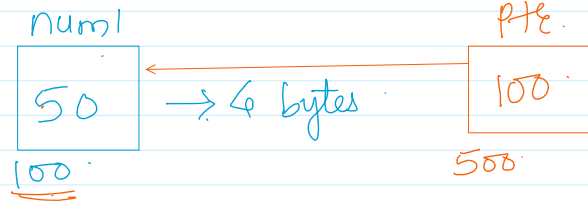


pte is pointing to num1.

```
int num1 = 10;
int *pte = &num1;
```

referencing

pte is an integer pointer variable.



num1 = 10
&num1 = 100

pte = 100

*pte = 10

Value at 100 = 10

*pte = 50;

Value at 100 = 50;

```
int num = 10; // 4
char ch = 'A'; // 1
float fvar = 1.2f; // 4
double dvar = 1.2; // 8
```

int
4 bytes
num
10
100

char
1 byte
ch
A
200

float
4 bytes
fvar
1.2
300

double
8 bytes
dvar
1.2
400

address

pte
100

cpte
200

f-pte
300

dpte
400

int
↓
4

char
↓
4

float
↓
4

double
↓
4