

```

int num1 = 10;
num1++; ✓
num1 = num1 + 1;
num1    10 + 1
      = 11;

```

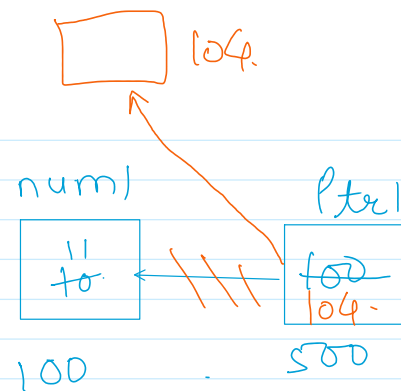
```

int *ptel = &num1;
ptel++;

```

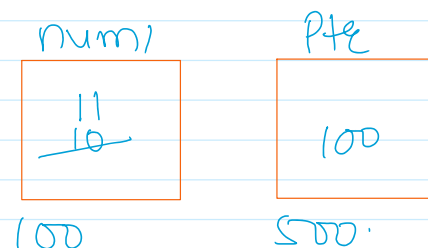
$\text{ptel} = \text{ptel} + 1;$
 $= 100 + 1 \times \text{Scale factor}.$
 $= 100 + 1 \times 4.$
 $= 104.$

scale factor is the size of the datatype of the pointer.



$\text{num1} = 10$
 $\&\text{num1} = 100$
 $\text{ptel} = 100$
 $\&\text{ptel} = 500$
 $*\text{ptel} = 11;$

$++*ptel;$ → value incremented.
 $++10$
 11



$ptel++;$ → pointer increment