**Info**

* If the values are passed as just variables then values don’t change even if we change in functions
* If the values are passed as just arrays then values change even if we change in functions.

int a = 12;

Void \*ptr = (int \*)&a;

* %p = address
* %u = address
* Base address of an array is equal to arr = &arr = &arr[0];
* We can;t assign int to void pointer.
* But we can typecast it.
* int\* ptr1, ptr2 = int \*ptr1
* sizeof(ptr1) = 8 bits
* sizeof(ptr2) = 4 bits
* int \*ptr1,\*ptr2 = 8 bits.