1. Const int \*ptr
2. Pointer to constant integer
3. We cannot change the value pointed by the pointer.
4. Cannot change the value of \*ptr after first initialization.

Eg. Const int \*ptr = 6;

\*ptr = 5; //Error

\*ptr = \*ptr + 1;

1. We can change the value of ptr. You can make it point to another location.
2. Int \*const ptr;
3. constant Pointer to integer.
4. We cannot change the value pointed by ptr.
5. We can change the value of \*ptr. I.e alter the contents of memory location.
6. Const int \*const ptr;
7. Constant ptr to const integer.
8. Cannot change anything.