TP: Atelien be props

ext.

init; A = 1, B = 2, C = 3. Prio the pointer of A, Pais the pointer of R.

third line: P2 = & C,

Ls A=1, B=2, C=3, P1= & As P2= & C

4 line 5 * P1 = (* Pa) ++ -, A = C++ - post increment

Life 3, C=4, B=2, P1= & A)

5 line PI=P2, PI= & C, P2= & C,

A=3, B=2, C=4.

6 line ? Pa = & B, P1 = & C,