

```
#include <stdio.h>
```

```
int main() {
```

```
    int a = 10;
```

```
    float b = 20.5;
```

```
    char c = 'x';
```

```
    int *pInt = &a;
```

```
    float *pFloat = &b;
```

```
    char *pChar = &c;
```

```
    printf("Initial Addresses : \n");
```

```
    printf("pInt = %p\n", pInt);
```

```
    printf("pFloat = %p\n", pFloat);
```

```
    printf("pChar = %p\n", pChar);
```

```
    pInt ++;
```

```
    pFloat ++;
```

```
    pChar ++;
```

```
    printf("\n After Incrementing : \n");
```

```
    printf("pInt = %p\n", pInt);
```

```
    printf("pFloat = %p\n", pFloat);
```

```
    printf("pChar = %p\n", pChar);
```

```
    pInt --;
```

```
    pFloat --;
```

```
    pChar --;
```

Teacher's Signature: _____

```
printf("\n After Decrementing (back to original): \n");
printf(" pInt = %p\n", pInt);
printf(" pFloat = %p\n", pFloat);
printf(" pChar = %p\n", pChar);
```

```
printf("\n Values accessed using pointers: \n");
printf("*pInt = %.d\n", *pInt);
printf("*pFloat = %.d\n", *pFloat);
printf("*pChar = %.d\n", *pChar);
```

return 0;

}

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main.c

```
1 #include <stdio.h>
2
3 int main() {
4     int a = 10;
5     float b = 20.5;
6     char c = 'X';
7
8     int *pInt = &a;
9     float *pFloat = &b;
10    char *pChar = &c;
11
12    printf("Initial Addresses:\n");
13    printf("pInt = %p\n", pInt);
14    printf("pFloat = %p\n", pFloat);
15    printf("pChar = %p\n", pChar);
16
17    pInt++;
18    pFloat++;
19    pChar++;
20
21    printf("\nAfter Incrementing:\n");
22    printf("pInt = %p\n", pInt);
23    printf("pFloat = %p\n", pFloat);
24    printf("pChar = %p\n", pChar);
25 }
```

Output

Initial Addresses:
pInt = 0x7ffc5ab78994
pFloat = 0x7ffc5ab78990
pChar = 0x7ffc5ab7898f

After Incrementing:
pInt = 0x7ffc5ab78998
pFloat = 0x7ffc5ab78994
pChar = 0x7ffc5ab78990

After Decrementing (back to original):
pInt = 0x7ffc5ab78994
pFloat = 0x7ffc5ab78990
pChar = 0x7ffc5ab7898f

Values accessed using pointers:
*pInt = 10
*pFloat = 20.50
*pChar = X

== Code Execution Successful ==

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main.c

```
17 pInt++;
18 pFloat++;
19 pChar++;
20
21 printf("\nAfter Incrementing:\n");
22 printf("pInt = %p\n", pInt);
23 printf("pFloat = %p\n", pFloat);
24 printf("pChar = %p\n", pChar);
25
26 pInt--;
27 pFloat--;
28 pChar--;
29
30 printf("\nAfter Decrementing (back to original):\n");
31 printf("pInt = %p\n", pInt);
32 printf("pFloat = %p\n", pFloat);
33 printf("pChar = %p\n", pChar);
34
35 printf("\nValues accessed using pointers:\n");
36 printf("*pInt = %d\n", *pInt);
37 printf("*pFloat = %.2f\n", *pFloat);
38 printf("*pChar = %c\n", *pChar);
39
40 return 0;
41 }
```

Output

```
Initial Addresses:
pInt = 0x7ffc5ab78994
pFloat = 0x7ffc5ab78990
pChar = 0x7ffc5ab7898f

After Incrementing:
pInt = 0x7ffc5ab78994
pFloat = 0x7ffc5ab78994
pChar = 0x7ffc5ab78990

After Decrementing (back to original):
pInt = 0x7ffc5ab78994
pFloat = 0x7ffc5ab78990
pChar = 0x7ffc5ab7898f

Values accessed using pointers:
*pInt = 10
*pFloat = 20.50
*pChar = X

== Code Execution Successful ==
```

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