

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

```
int main () {
```

```
    int a = 10;
```

```
    float b = 25.75;
```

```
    char c = 'A';
```

```
    int *ptr_int = &a;
```

```
    float *ptr_float = &b;
```

```
    char *ptr_char = &c;
```

```
    printf (" Values of variables: \n");
```

```
    printf (" a = %d \n", a);
```

```
    printf (" b = %.2f \n", b);
```

```
    printf (" c = %c \n", c);
```

```
    printf (" \n Value stored in pointers (addresses  
of variables): \n");
```

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

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

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

```
    printf (" \n Value pointed to by pointers: \n");
```

```
    printf (" *ptr_int = %d \n", *ptr_int);
```

```
    printf (" *ptr_float = %d \n", *ptr_float);
```

```
    printf (" *ptr_char = %d \n", *ptr_char);
```

```
return 0;
```

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main.c

```
1 #include <stdio.h>
2 int main() {
3     int a = 10;
4     float b = 25.75;
5     char c = 'A';
6
7     int *ptr_int = &a;
8     float *ptr_float = &b;
9     char *ptr_char = &c;
10
11    printf("Values of variables:\n");
12    printf("a = %d\n", a);
13    printf("b = %.2f\n", b);
14    printf("c = %c\n", c);
15    printf("\nValues stored in pointers (addresses of variables):\n"
16    );
16    printf("ptr_int = %p\n", ptr_int);
17    printf("ptr_float = %p\n", ptr_float);
18    printf("ptr_char = %p\n", ptr_char);
19    printf("\nValues pointed to by pointers:\n");
20    printf("*ptr_int = %d\n", *ptr_int);
21    printf("*ptr_float = %.2f\n", *ptr_float);
22    printf("*ptr_char = %c\n", *ptr_char);
23    return 0;
24 }
```

Output

Values of variables:
a = 10
b = 25.75
c = A

Values stored in pointers (addresses of variables):
ptr_int = 0x7ffe79e97ad4
ptr_float = 0x7ffe79e97ad0
ptr_char = 0x7ffe79e97acf

Values pointed to by pointers:
*ptr_int = 10
*ptr_float = 25.75
*ptr_char = A

== Code Execution Successful ==

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