

## Experiment 8-1 (Pointers)

→ ~~#include <stdio.h>~~

```
int main () {
    int a = 10;
    float b = 25.5;
    char c = 'A';
```

```
    int *ptr_int;
    float *ptr_float;
    char *ptr_char;
```

```
ptr_int = &a;
ptr_float = &b;
ptr_char = &c;
```

printf("Integer Variable: a = %.d\n", a);

printf("Address stored in ptr\_int = %.P/n", ptr\_int);

printf("Value pointed by ptr\_int = %.d\n/n", \*ptr\_int);

printf("Float Variable: b = %.2f\n", b);

printf("Address stored in ptr\_float = %.P/n", ptr\_float);

printf("Value pointed by ptr\_float = %.2f\n/n", \*ptr\_float);

printf("Character Variable: c = %.C/n", c);

printf("Address stored in ptr\_char = %.P/n", ptr\_char);

printf("Value pointed by ptr\_char = %.c/n", \*ptr\_char);

return 0;

Teacher's Signature \_\_\_\_\_

Remarks:

in.c

Run

Output

```
#include <stdio.h>

int main() {
    int a = 10;
    float b = 25.5;
    char c = 'A';

    int *ptr_int;
    float *ptr_float;
    char *ptr_char;

    ptr_int = &a;
    ptr_float = &b;
    ptr_char = &c;

    printf("Integer Variable: a = %d\n", a);
    printf("Address stored in ptr_int = %p\n", ptr_int);
    printf("Value pointed by ptr_int = %d\n", *ptr_int);

    printf("Float Variable: b = %.2f\n", b);
    printf("Address stored in ptr_float = %p\n", ptr_float);
    printf("Value pointed by ptr_float = %.2f\n", *ptr_float);

    printf("Character Variable: c = %c\n", c);
}
```

Integer Variable: a = 10  
Address stored in ptr\_int = 0x7ffe55510d74  
Value pointed by ptr\_int = 10  
Float Variable: b = 25.50  
Address stored in ptr\_float = 0x7ffe55510d70  
Value pointed by ptr\_float = 25.50  
Character Variable: c = A  
Address stored in ptr\_char = 0x7ffe55510d6f  
Value pointed by ptr\_char = A

==== Code Execution Successful ===

