int ival=100;  
float fval=2.3;  
double dval=5.6;  
char ch='A';  
void \*pv;  
pv=&ival;   
**\*((int\*)pv)**=200;  
printf("int val is %d\n",**\*((int\*)pv** );  
//TODO:- try to bind with other types and dereference with type casting