Pointer Arithmatic
Increment and Decrement

Post Increment:

```
int main(){
    int a[] = {5,16,17,89,45,32,23,10};
    int *p = &a[0];
    printf("%d", *(p++)); // output → 5
    printf("%d", *p); // output → 16
    return 0;
}
```

after printing (5) location updated

Same as normal [increment-De] case.

Post Increment:

```
int main(){
    int a[] = {5,16,17,89,45,32,23,10};
    int *p = &a[0];
    printf("%d", *(p++));
    return 0;
}
```

output first address.

First address will be update then print.

(16)

Pre and Post Decrement :

```
int main() {
    int a[] = {5, 16, 7, 89, 45, 32, 23, 10};
                0   1  2
    int *p = &a[2];
    printf("%d", *(--p));  // Opt -> 16
                   2->1
    printf("%d", *(p--));  Opt -> 16
    return 0;
}
```

If we again print *p
It will be 5.

Everything works same as (variable) increment and decrement.