**Name:** Safyan Anwar

**Roll no:** S24-018

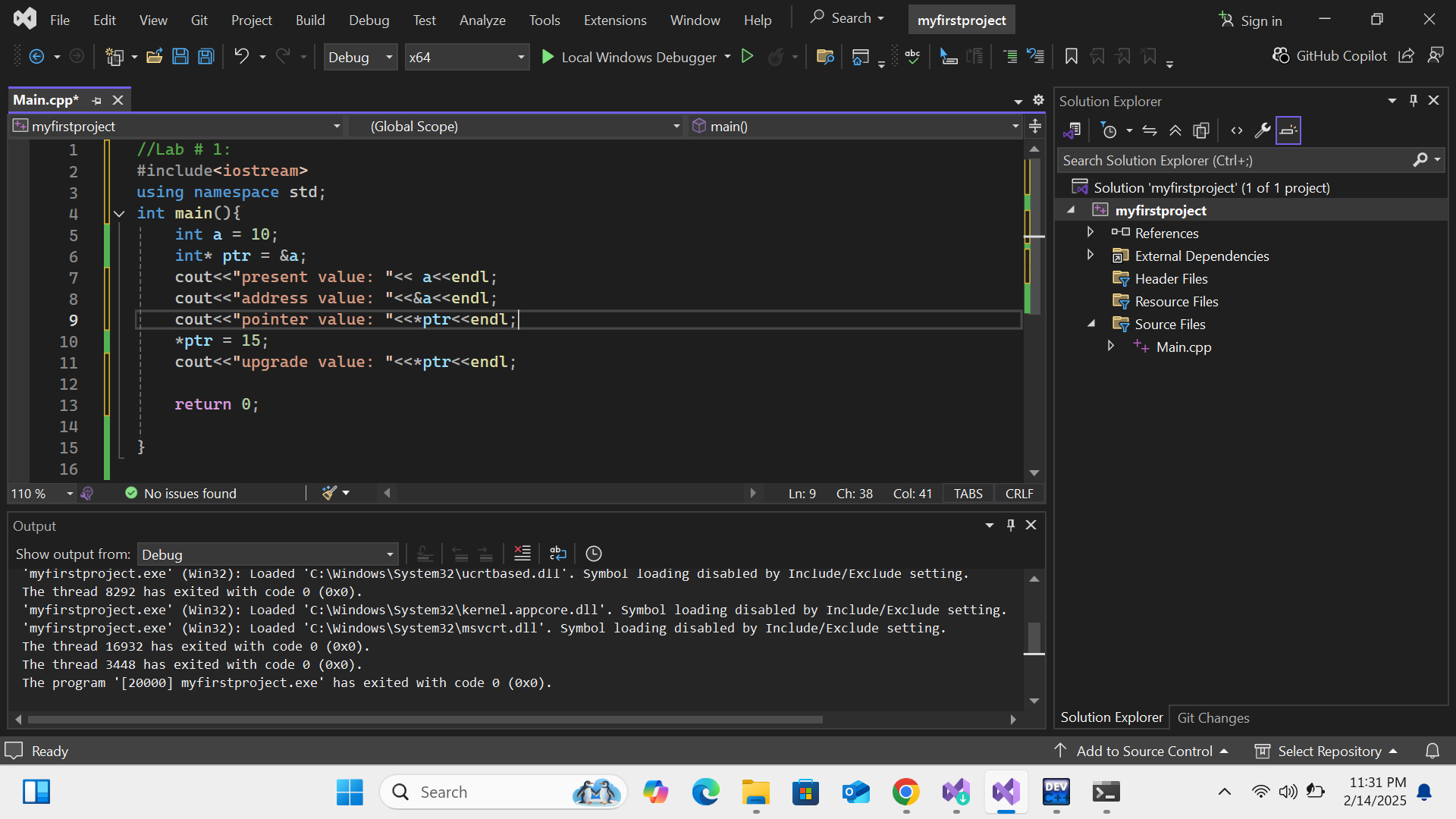
**Section:** 3A-BSSE

**Assignment #:** 1

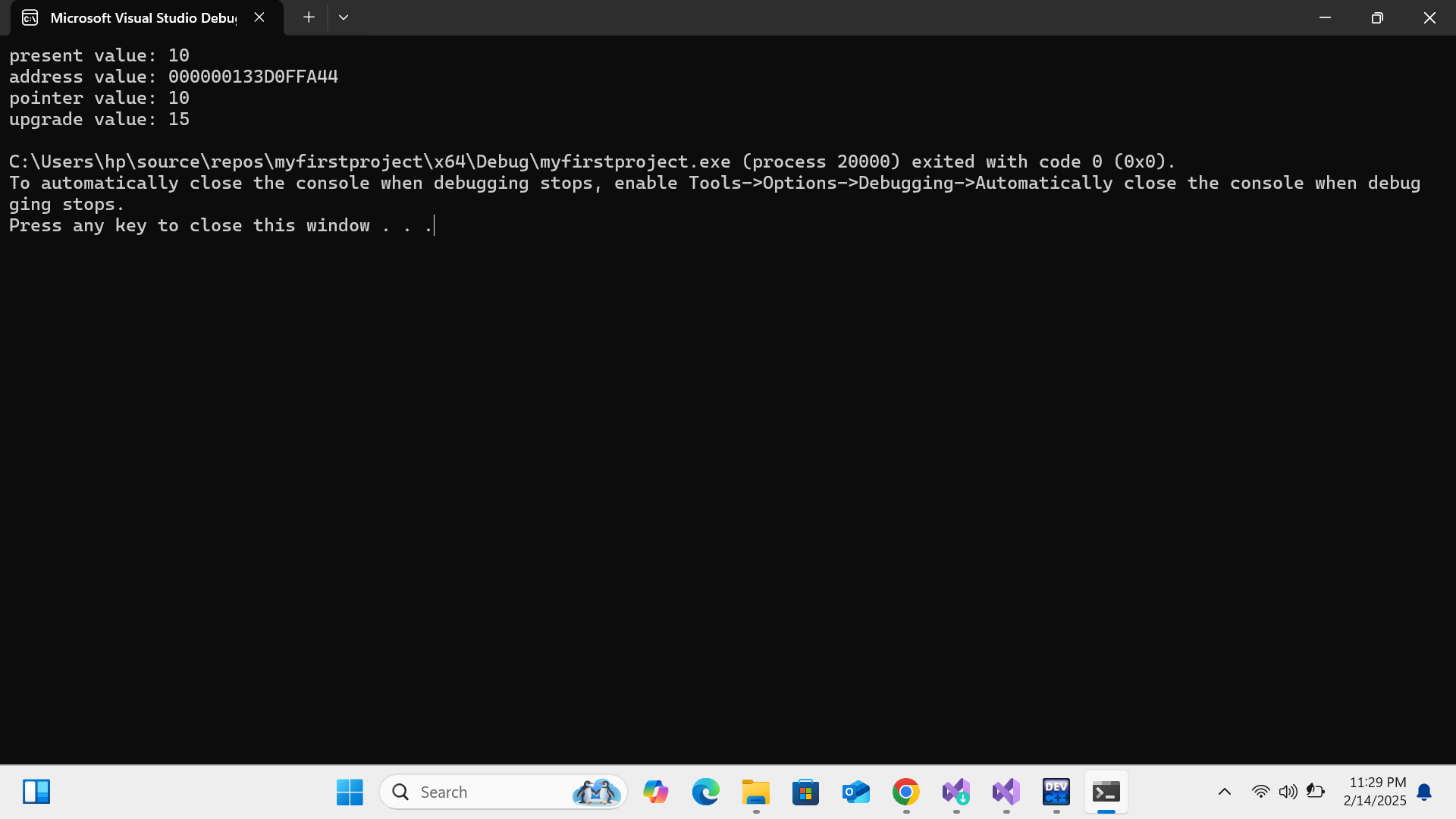
**Submitted to:** Sir. Rashik

**LAB # 1:**

**Code:**

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**Output:**

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**Explanation:**

I first of all declare ‘a’ and a initialize with 10. Secondly declare ‘\*ptr’ and can hold address of the integer it is initialize ‘a’ by using bitwise operator ‘&’. The ‘&a’ give a address of ‘a’. Display the values in code and upgrade the value by using pointer. Since a was updated through the pointer its will now display 15.