Write a short C program that declares and initializes (to any value you like) a **float**, an **int**, and a **char** in the **main( )** function. Next, declare and initialize a pointer to each of the three variables. Your program should then print the variable names, the data types, the memory addresses and the values stored in of each of the six variables. Define a separate function from **main()** a function that will have as parameters the addresses of the variables and use them in getting as input the new values for the variables declared in **main()**. Then print again the variable name, the data type, the memory address and the new value stored in of each of the six variables.

SAMPLE OUTPUT:

```
Variable_name  Type      Address        Value
-------------------------------------------------------------
X              float     0x2700ffa      23.67
Y              int       0x7f0ab30      12345
ch             char      0x30dc230      X
xPtr           float*    0x655012a      0x2700ffa
yPtr           int*      0x4558b34      0x7f0ab30
cPtr           char*     0x2011097      0x30dc230


Input a new value for X: 45.0
Input a new value for Y: 67890
Input a new value for ch: A

Variable_name  Type      Address        New_Value
-------------------------------------------------------------
X              float     0x2700ffa      45.00
Y              int       0x7f0ab30      67890
ch             char      0x30dc230      A
xPtr           float*    0x655012a      0x2700ffa
yPtr           int*      0x4558b34      0x7f0ab30
cPtr           char*     0x2011097      0x30dc230
```

Note: Please use a different name and value from the ones given in the sample output for your variables in your program.