Southwilk shetty Worke or a Borogoram to implement storemb using pointers Algorithm: 2. Input storing [[50], Storing of 60] Stori, " store, inti, equal=0 3. infat first, second stoing 4. Storl= storing 1; 3 dono + 8 - crete 5. while (+ s+21-= +8+91) 6. if (* stanl='\0'/1 * Stand=-'\0') boreak 7. Starl++) 5 · if (+8+onl == (10' && #S+on) == (10') Outfut storings one Equal else a. ordput storings are not equal Stop

