

```

int g;
    valbre      giorno
    → 0         lunedì
       1         martedì
       .         .
       6         domenica

```

dom    ven  
lun    ven  
?

sab

→ if (g == 0) ... // lunedì

typedef enum { 0 1 2 if (g == 2) ... //  
 lun, mar, mer, gio, ven, sab, dom } Giorno; if (g == mer) ...  
 Giorno g, h, g1, ..., a[100];

```
int a;
a = 750;
```



$(2 * a) \rightarrow 1500$

$\&a \rightarrow 2^{32}-4$

```
int* p;
```

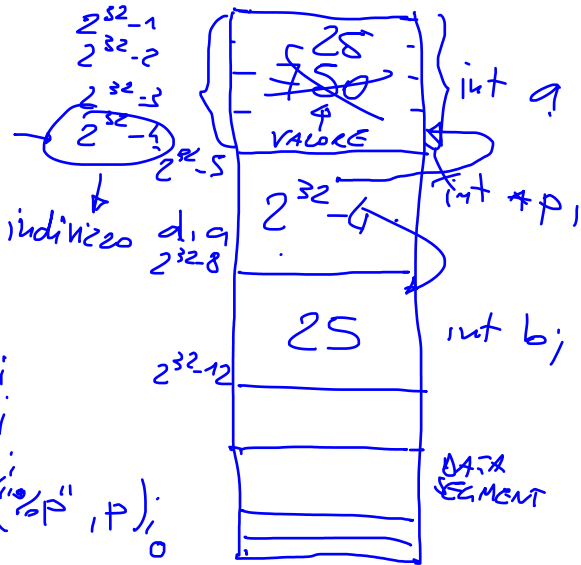
$p = \&a;$

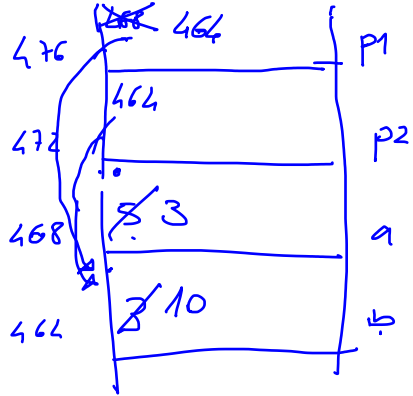
$*p \equiv a$

$\text{printf}(\text{"\%d"}, *p) \rightarrow \text{stamps } 750$

$*p = 25$

```
p = &b;
*p = b;
*p = 25;
printf("\%p", p);
```





```

void swap(int m, int n) {
    int t = m;
    m = n;
    n = t;
}

```

