

```
#include<stdio.h>
int main(void)
{
    int no1=10;
    printf("\n &no1=%u", &no1);
    printf("\n sizeof(&no1)=%u", sizeof(&no1));
    printf("\n (int)&main=%d", (int)&no1);
    printf("\n sizeof((int)&no1)=%d", sizeof((int)&no1));
    printf("\n sizeof((int)&no1)+3=%d", sizeof((int)&no1)+3);
    return 0;
}
```

```
&no1=6422300
sizeof(&no1)=4
(int)&main=6422300
sizeof((int)&no1)=4
sizeof((int)&no1)+3=7
```

On 32 bit compilation gcc -m32 demo10.c

```
#include<stdio.h>
int main(void)
{
    char no1='A';
    printf("\n &no1=%u", &no1);
    printf("\n sizeof(&no1)=%u", sizeof(&no1));
    printf("\n (int)&main=%d", (int)&no1);
    printf("\n sizeof((int)&no1)=%d", sizeof((int)&no1));
    printf("\n sizeof((int)&no1)+3=%d", sizeof((int)&no1)+3);
    return 0;
}
```

```
&no1=6422300
sizeof(&no1)=4
(int)&main=6422300
sizeof((int)&no1)=4
sizeof((int)&no1)+3=7
```

```
#include<stdio.h>
int main(void)
{
    int no1=10;
    printf("\n &no1=%u", &no1);
    printf("\n sizeof(&no1)=%u", sizeof(&no1));
    printf("\n (int)&main=%d", (int)&no1);
    printf("\n sizeof((int)&no1)=%d", sizeof((int)&no1));
    printf("\n sizeof((int)&no1)+3=%d", sizeof((int)&no1)+3);
    return 0;
}
```

```
&no1=3168712084
sizeof(&no1)=8
(int)&main=-1126255212
sizeof((int)&no1)=4
sizeof((int)&no1)+3=7
```

On 32 bit compilation gcc -m64 demo10.c

```
#include<stdio.h>
int main(void)
{
    char no1='A';
    printf("\n &no1=%u", &no1);
    printf("\n sizeof(&no1)=%u", sizeof(&no1));
    printf("\n (int)&main=%d", (int)&no1);
    printf("\n sizeof((int)&no1)=%d", sizeof((int)&no1));
    printf("\n sizeof((int)&no1)+3=%d", sizeof((int)&no1)+3);
    return 0;
}
```

```
&no1=3116209735
sizeof(&no1)=8
(int)&main=-1178757561
sizeof((int)&no1)=4
sizeof((int)&no1)+3=7
```