

Ints and pointers are 2 bytes each.(5 Points each)

```
int x, y;
int *p1,*p2 ;
x = 7;
y = 3;
p1 = &x;
*p1 = 3;
p2 = &y;
*p2 = 9;
```

Name	Address	Size

1000	
1002	
1004	
1006	
1008	
1010	

```
int *p1;
int x,t;

x = 2;
p1 = &x;
++p1;
*p1 = 5;
```

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```
main()
{ int x[3];
  int d, *a;
  x[1] = 5;
  a=x;
  *a = x[1] + 3;
  d = x[0];
  cout <<*a<<d;
}
```

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```
struct s_type{ int a;
               Int b;
               };

s_type x[3];
s_type *ptr;

x[2].a = 5;
ptr = x;
x[0].a = 7;
++ptr;
*ptr = 3;

}
```

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