

Pointer to a Pointer:

/* Program that declares a pointer to a pointer */

```
#include<stdio.h>
main( )
{
    int i = 100;
    int *pi;
    int **pii;
    pi = &i;
    pii = &pi;

    printf ("Address of i = %u \n", &i);
    printf ("Address of i = %u \n", pi);
    printf ("Address of i = %u \n", *pii);
    printf ("Address of pi = %u \n", &pi);
    printf ("Address of pi = %u \n", pii);
    printf ("Address of pii = %u \n", &pii);
    printf ("Value of i = %d \n", i);
    printf ("Value of i = %d \n", *(&i));
    printf ("Value of i = %d \n", *pi);
    printf ("Value of i = %d", **pii);
}
```

OUTPUT

```
Address of i = 65524
Address of i = 65524
Address of i = 65524
Address of pi = 65522
Address of pi = 65522
Address of pii = 65520
```



Value of i = 100

Value of i = 100

Value of i = 100

Value of i = 100

Null Pointer Assignment:

```
# include<stdio.h>
# define NULL 0
main()
{
    int *pi = NULL;
    printf("The value of pi is %u", pi);
}
```

OUTPUT

The value of pi is 0