



```
void *p = (void *) 1234;
```

```
void *p;
```

~~\*x~~

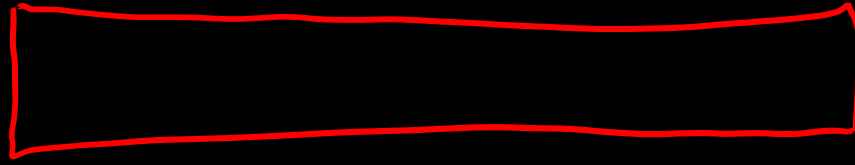
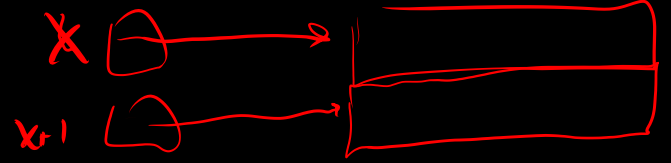
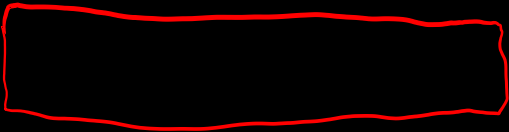
int \*y;

int \*w = y + 1

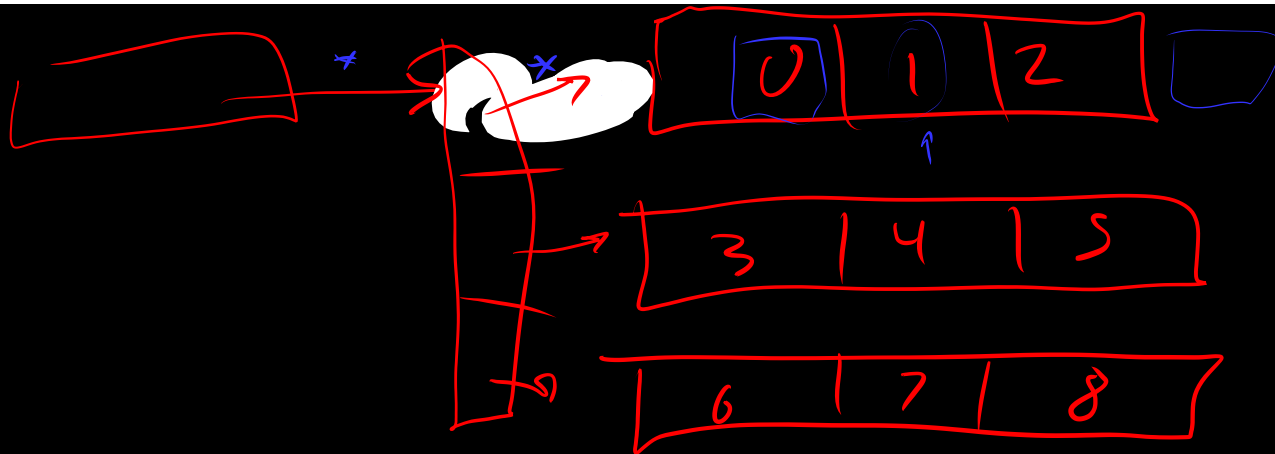
int k = \*y;

float a = 123.45;  
void \*x = &a;

\* (float \*) x



int \*\*a



"does it point to the array or to the first value of the array?"

→ 0

→ 0

→ 1

→ 3

→ 3

→ 1

\*a[1]

0x1008

0x1000

