

```
/* pointer1.c */
#include <stdio.h>

int main(void)
{
    int a=2005;
    int* pA=&a;

    printf("pA : %d \n", pA);
    printf("&a : %d \n", &a);

    (*pA)++;    //a++와 같은 의미를 지닌다.

    printf("a   : %d \n", a);
    printf("*pA : %d \n", *pA);

    return 0;
}
```

```
/* pointer_array2.c */  
#include <stdio.h>  
  
int main(void)  
{  
    int arr[3]={0, 1, 2};  
    int *ptr;  
  
    ptr=arr;  
  
    printf("%d, %d, %d \n", ptr[0], ptr[1], ptr[2]);  
  
    return 0;  
}
```

```
/* pointer_op.c */
#include <stdio.h>

int main(void)
{
    int* ptr1=0;
    char* ptr2=0;
    double* ptr3=0;

    printf("%d 번지, %d 번지, %d 번지 \n", ptr1++, ptr2++, ptr3++);
    printf("%d 번지, %d 번지, %d 번지 \n", ptr1, ptr2, ptr3);

    return 0;
}
```

```
/* ptr_arr.c */
#include <stdio.h>

int main(void)
{
    int a=10, b=20, c=30;
    int* arr[3]={&a, &b, &c};

    printf("%d \n", *arr[0]);
    printf("%d \n", *arr[1]);
    printf("%d \n", *arr[2]);

    return 0;
}
```

```
/* arr_fct.c*/
#include <stdio.h>

void fct(int *arr2);

int main(void)
{
    int arr1[2]={ 1, 2};

    fct(arr1);
    printf("%d \n", arr1[0]);

    return 0;
}

void fct(int *arr2)
{
    printf("%d \n", arr2[0]);
    arr2[0]=3;
}
```

```
/* val_swap.c */
#include <stdio.h>

void swap(int a, int b);

int main(void)
{
    int val1=10;
    int val2=20;

    swap(val1, val2);

    printf("val1 : %d \n", val1);
    printf("val2 : %d \n", val2);

    return 0;
}

void swap(int a, int b)
{
    int temp=a;
    a=b;
    b=temp;

    printf("a : %d \n", a);
    printf("b : %d \n", b);
}
```

```
/* ref_swap.c */
#include <stdio.h>

void swap(int* a, int* b);

int main(void)
{
    int val1=10;
    int val2=20;

    printf("Before val1 : %d \n", val1);
    printf("Before val2 : %d \n", val2);

    swap(&val1, &val2);

    printf("After val1 : %d \n", val1);
    printf("After val2 : %d \n", val2);

    return 0;
}

void swap(int* a, int* b)
{
    int temp=*a;
    *a=*b;
    *b=temp;
}
```