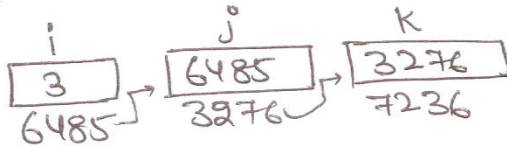


Pointer to a pointer :- It is that pointer which contains the address of a pointer.

for eg



Program

```
main ()
{
  int i=3;
  int *j;
  int **k; // Pointer to the pointer
  j = &i;
  k = &j;
  printf("\n Address of i=%d", &i);
  printf("\n Address of i=%d", j);
  printf("\n Address of i=%d", *k);
  printf("\n Address of j=%d", &j);
  printf("\n Address of j=%d", k);
  printf("\n Address of k=%d", &k);
  printf("\n Value of j = %d", j);
  printf("\n Value of k = %d", k);
  printf("\n value of i = %d", i);
  printf("\n value of i = %d", **k);
}
```

output

```
Address of i = 6485
Address of i = 6485
Address of i = 6485
Address of j = 3276
Address of j = 3276
Address of k = 7236
Value of j = 6485
Value of k = 3276
```

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Value of $i = 3$

Value of $i = 3$

Value of $i = 3$

Explanation

`int **k`

and $k = \&j$ Here `**k` is pointer to a pointer which stores the address of a pointer

$$*k = *(\&j) \Rightarrow *(6485) = 6485$$

\downarrow
 $\&i$

$$\begin{aligned} **k &= **(\&j) \\ &= *(j) \Rightarrow *(\&i) = i = 3 \end{aligned}$$

We can solve any thing like this

Here `*` and `&` crosses each other.

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