

Mysterious pointers

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#include <stdio.h>

void fun1(int a, int* b, int* c) {
    a = 1;
    *c = *b;
    fun2(&a, &c);
}

void fun2(int* s, int** t) {
    *s = 2;
    **t = 3;
    /* WHAT DOES MEMORY LOOK LIKE WHEN THE PROGRAM REACHES HERE?? */
}

int main() {
    int x;
    int y;
    int* z;

    x = 4;
    y = 5;
    z = &y;

    fun1(x, &x, z);
}
```

```

/* Adapted from exercise by Afra Zomorodian for practice with pointers */

#include <stdio.h>

/* Function Declarations */
void Goo(int **a, int *b, int *c);
void Moo(int **x, int **y);

/* Main Program */
int main() {
    int inky, binky;
    int *foo, *bar;

    inky = 5;
    binky = 7;
    foo = &inky;
    Goo(&bar, &binky, foo);
}

void Goo(int **a, int *b, int *c) {
    Moo(a, &c);
    Moo(&b, a);
    *b = 8;
    /* WHAT DOES MEMORY LOOK LIKE WHEN THE PROGRAM REACHES HERE?? */
}

void Moo(int **x, int **y) {
    *x = *y;
    **y = 7;
}

```