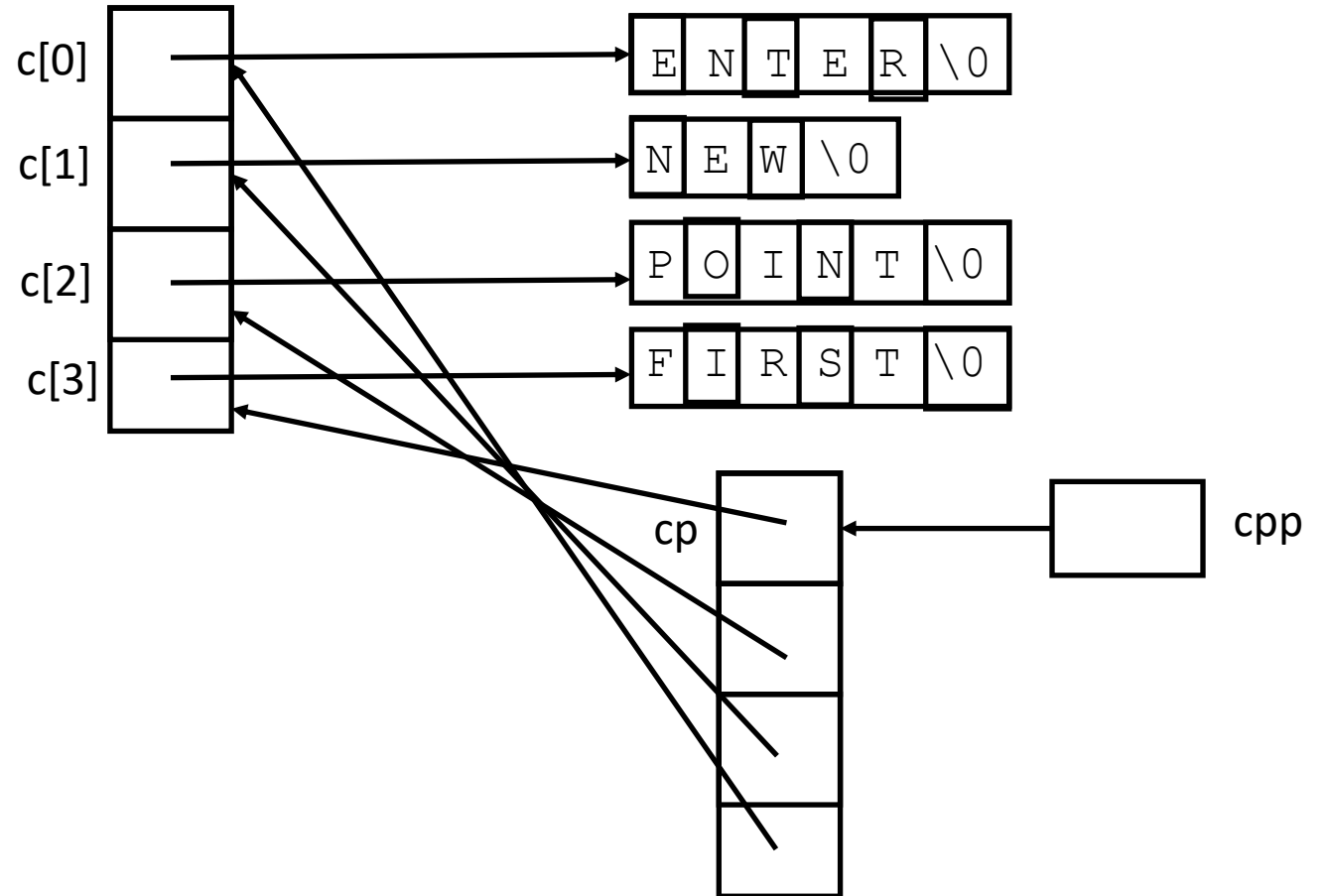


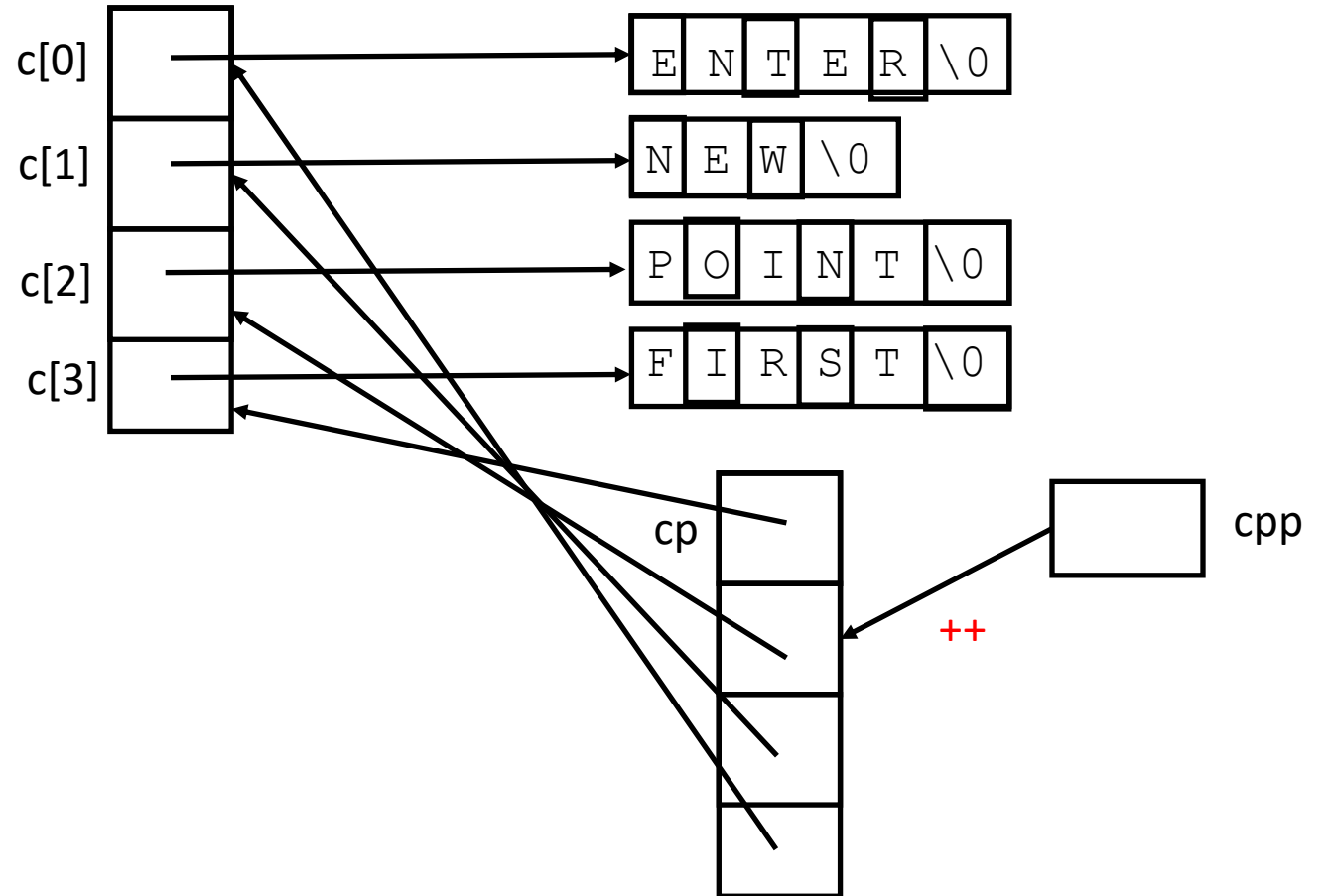
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



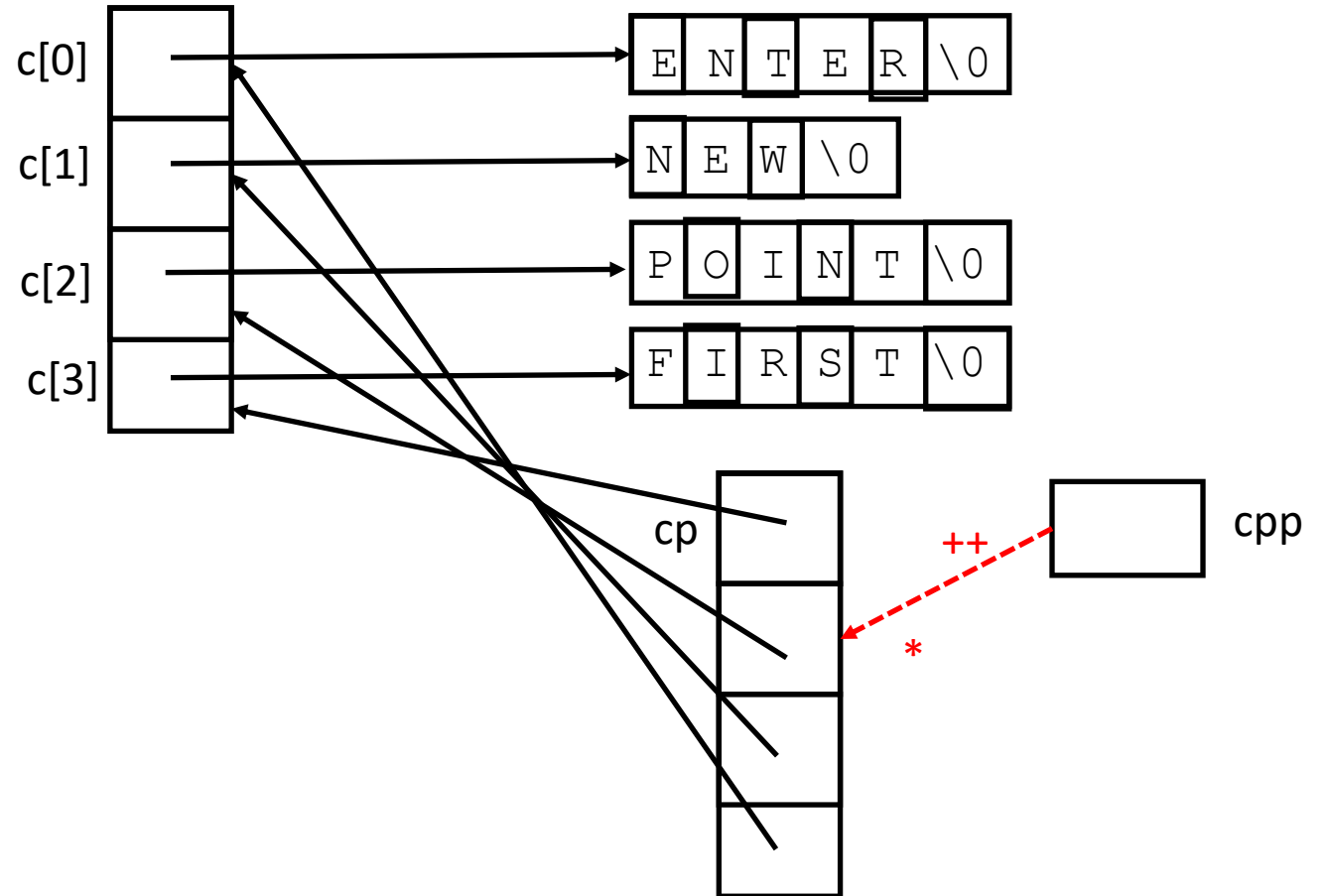
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



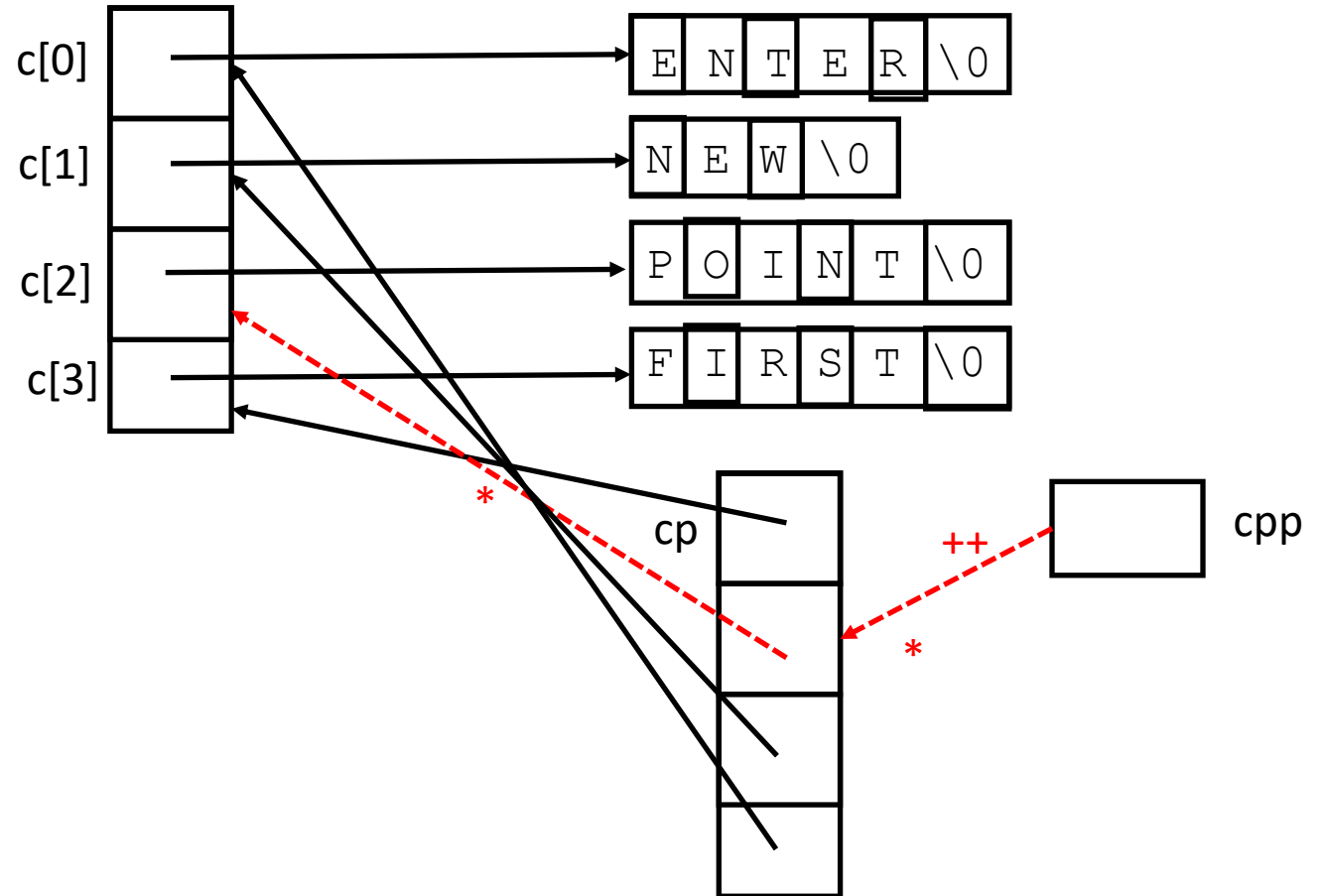
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



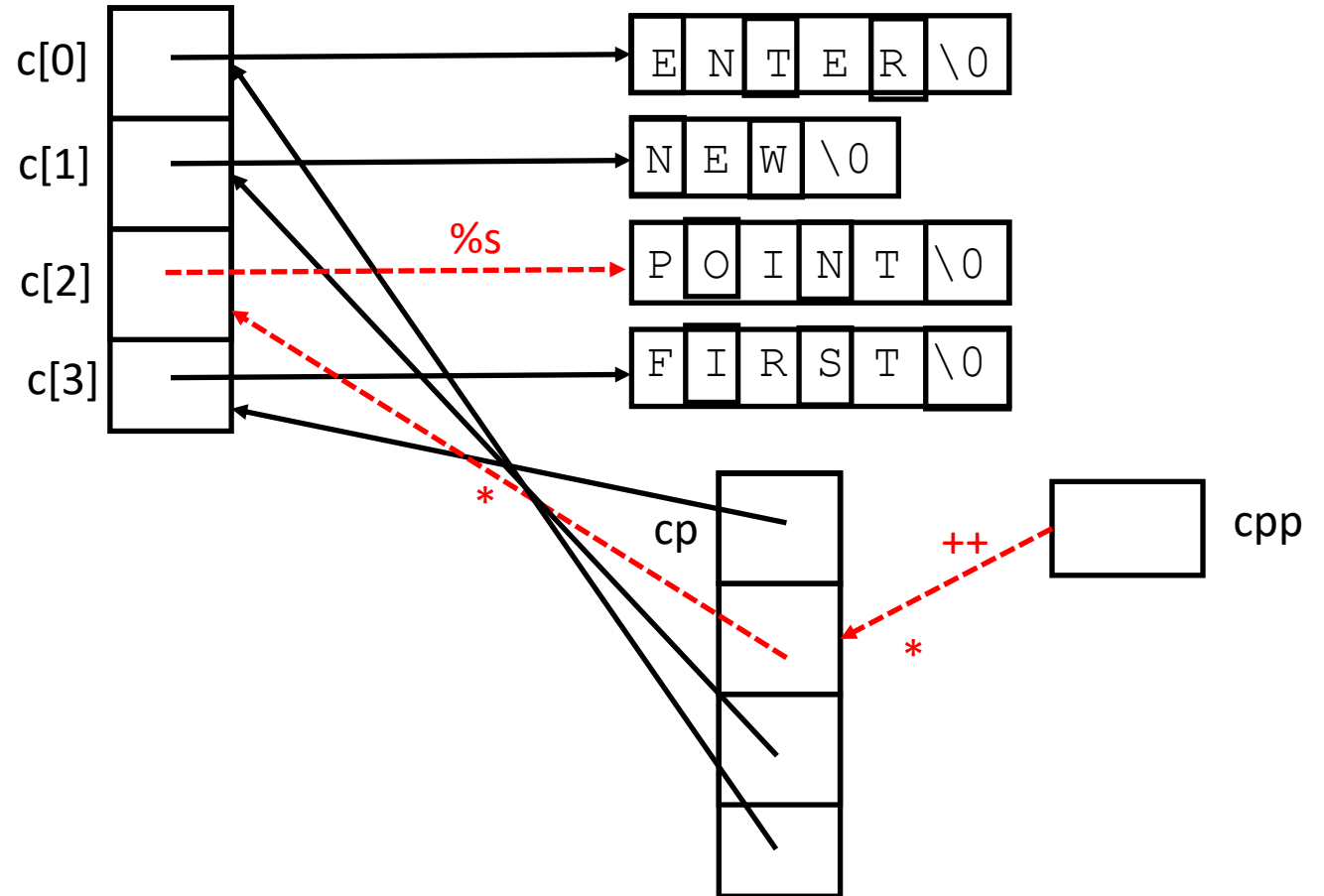
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



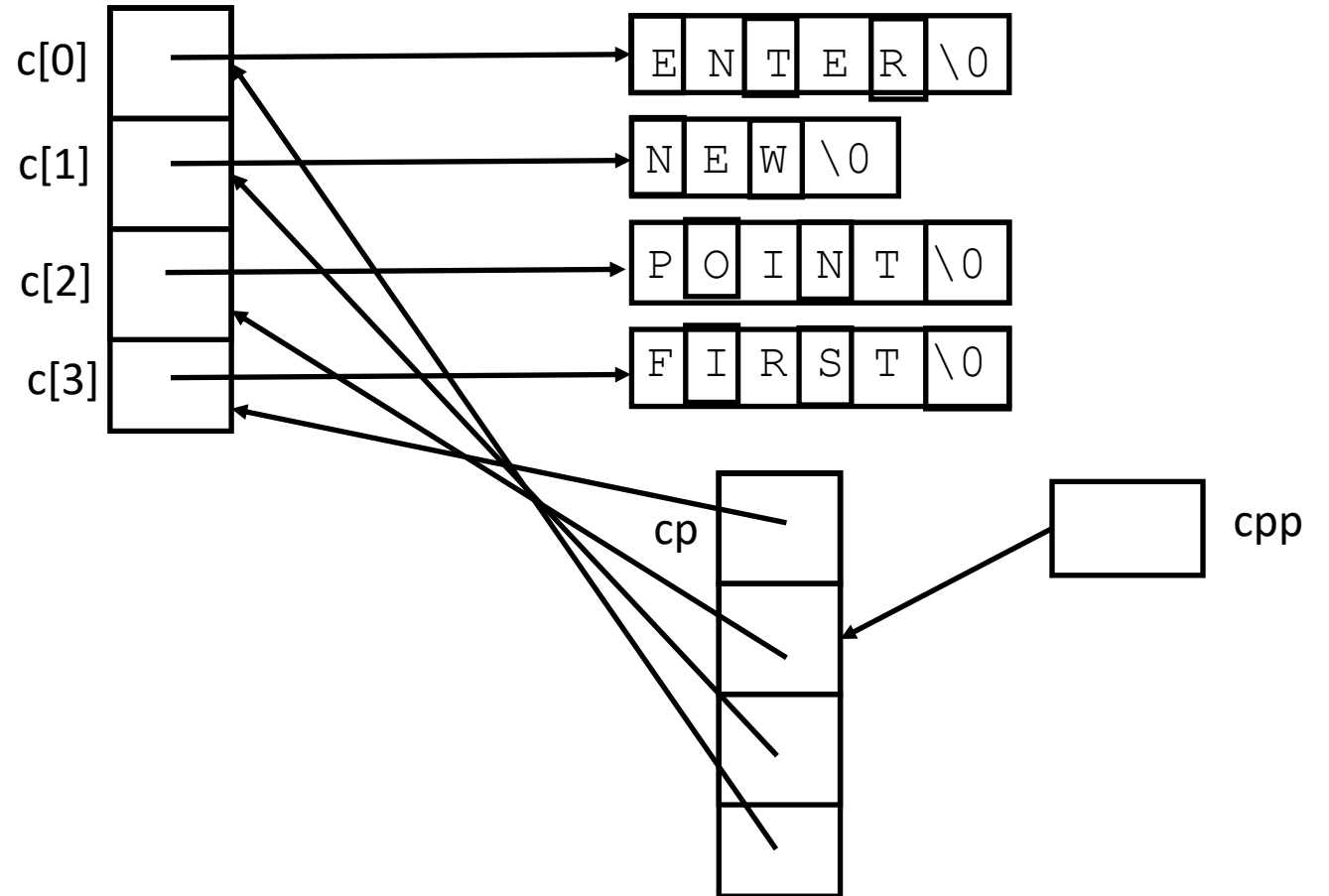
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



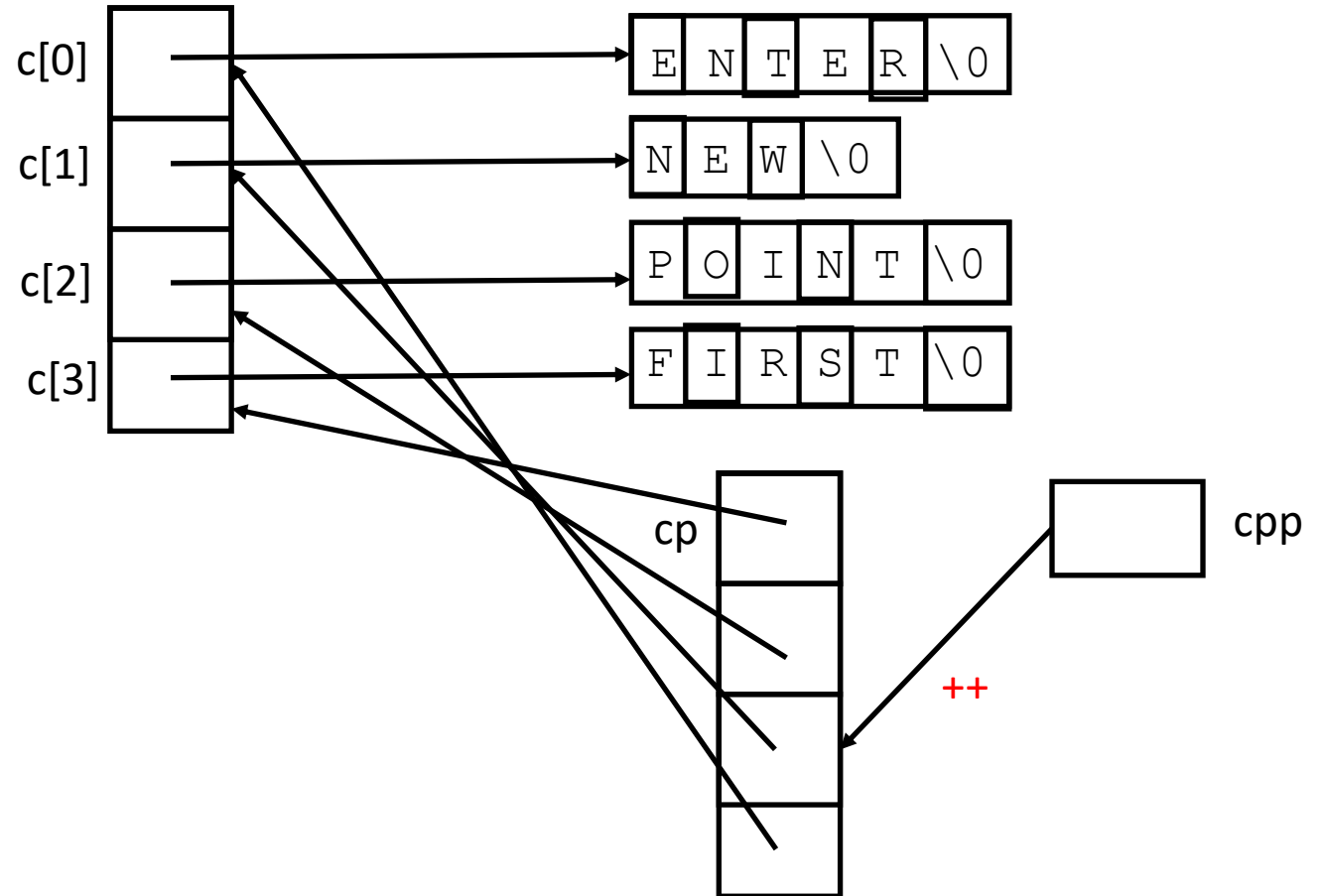
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



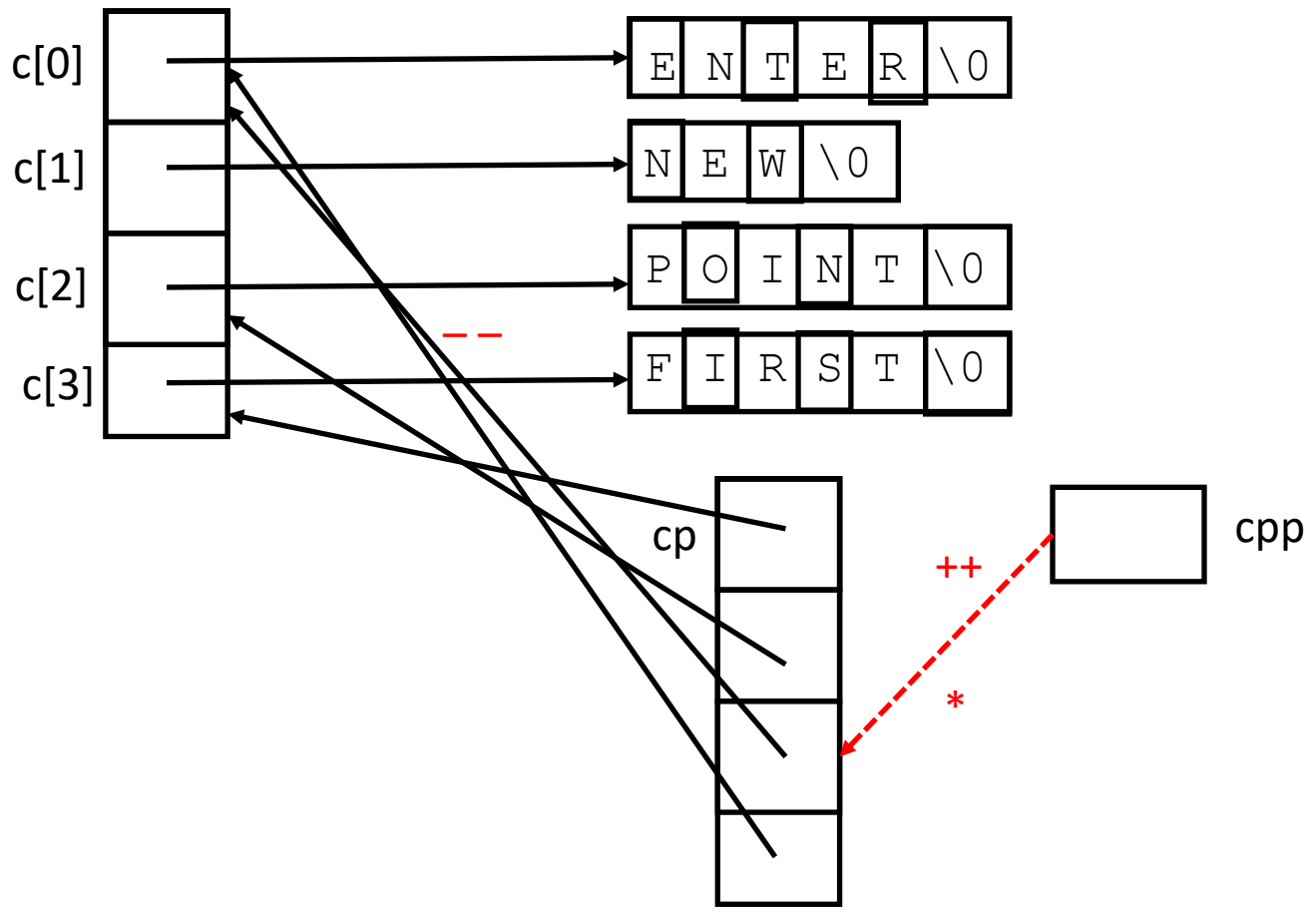
POINT

# Pointer Stew

```

#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}

```

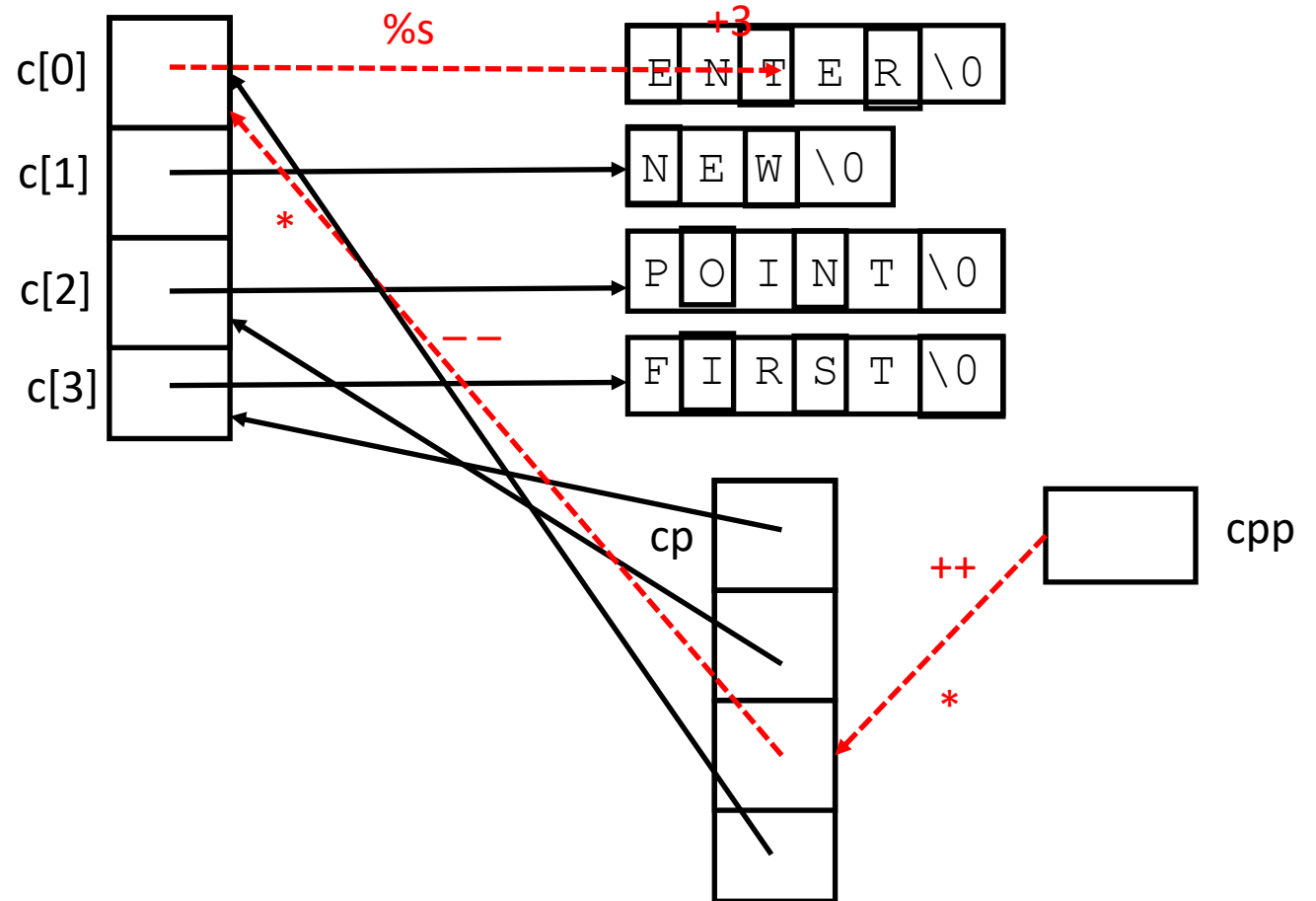


POINT



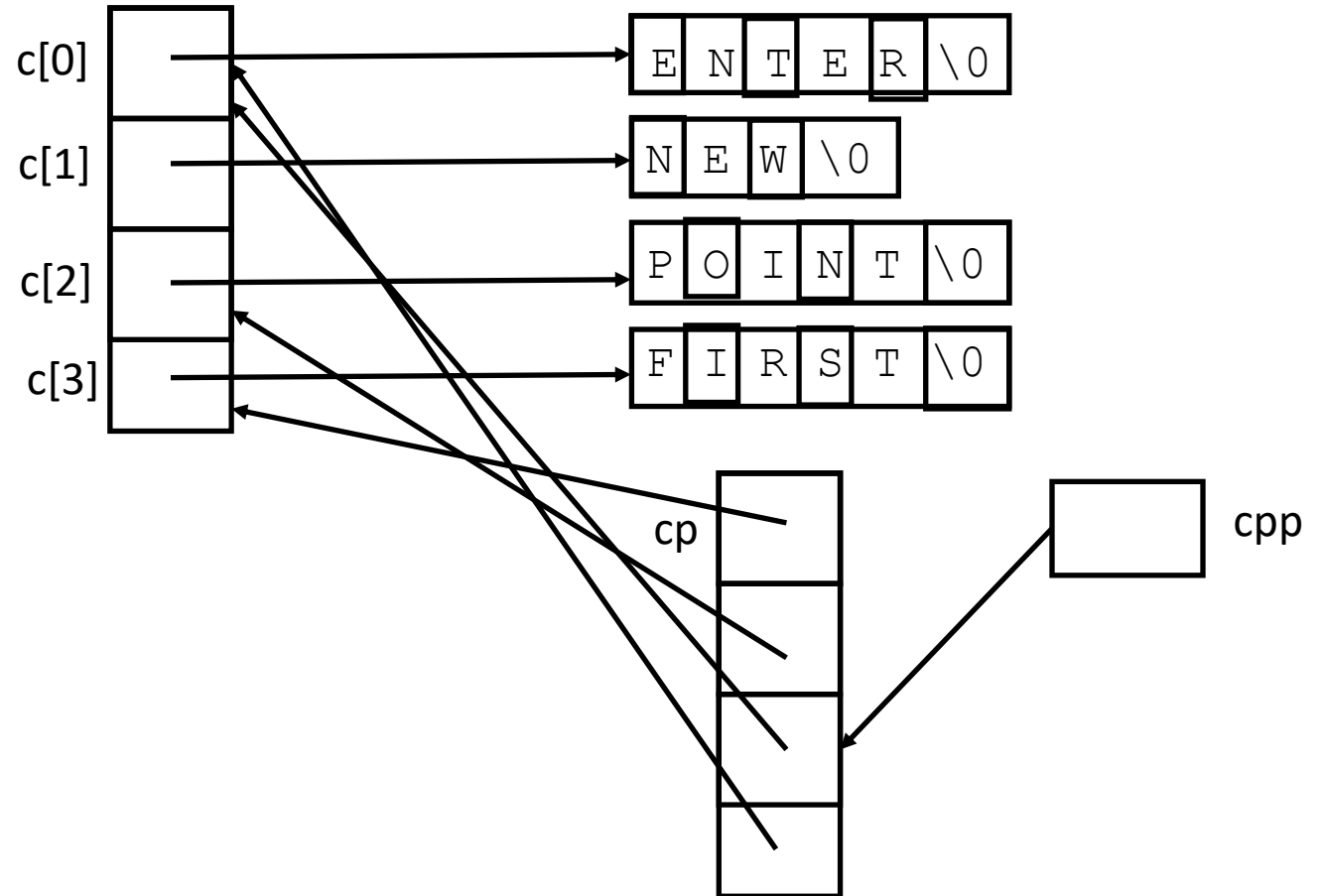
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



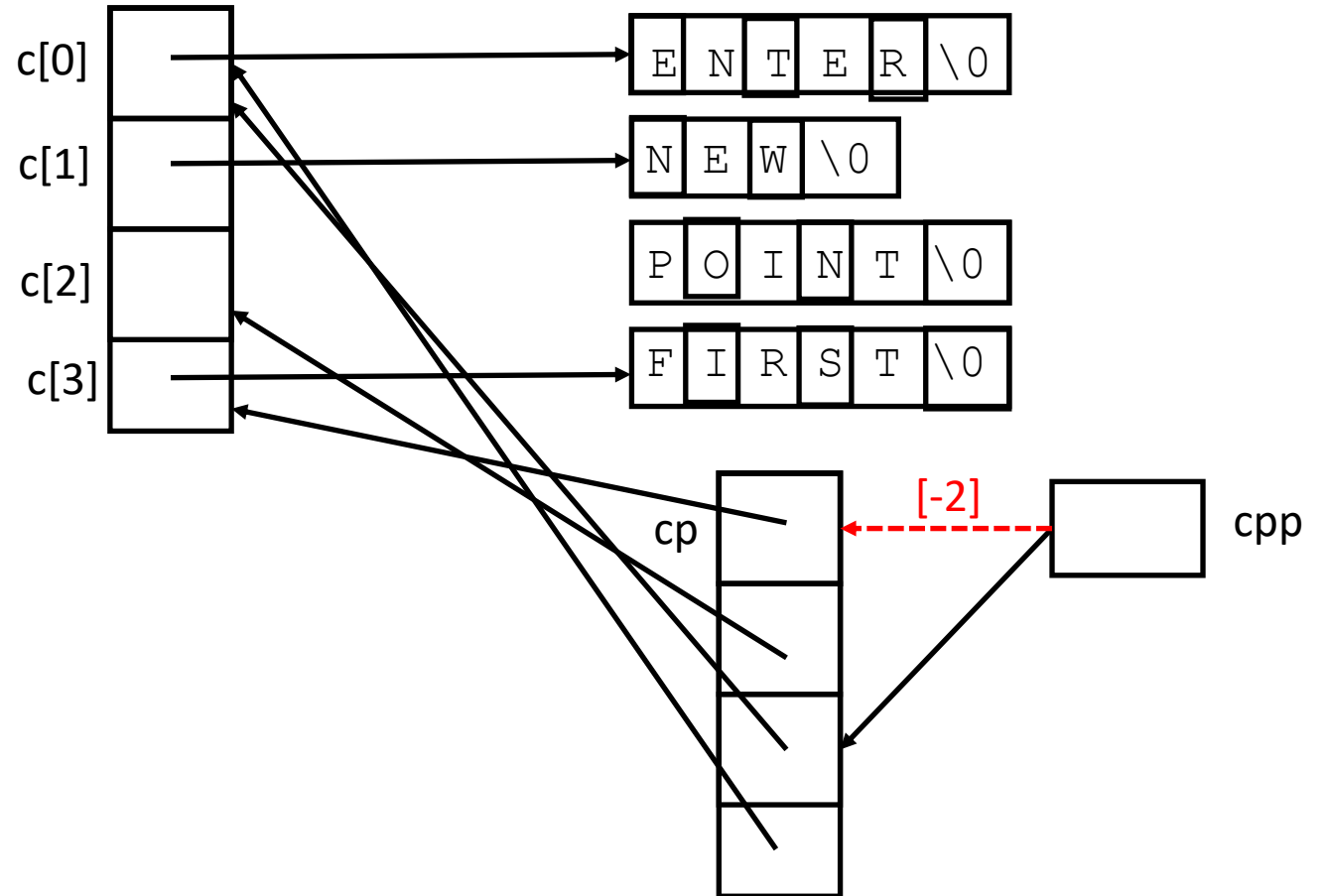
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



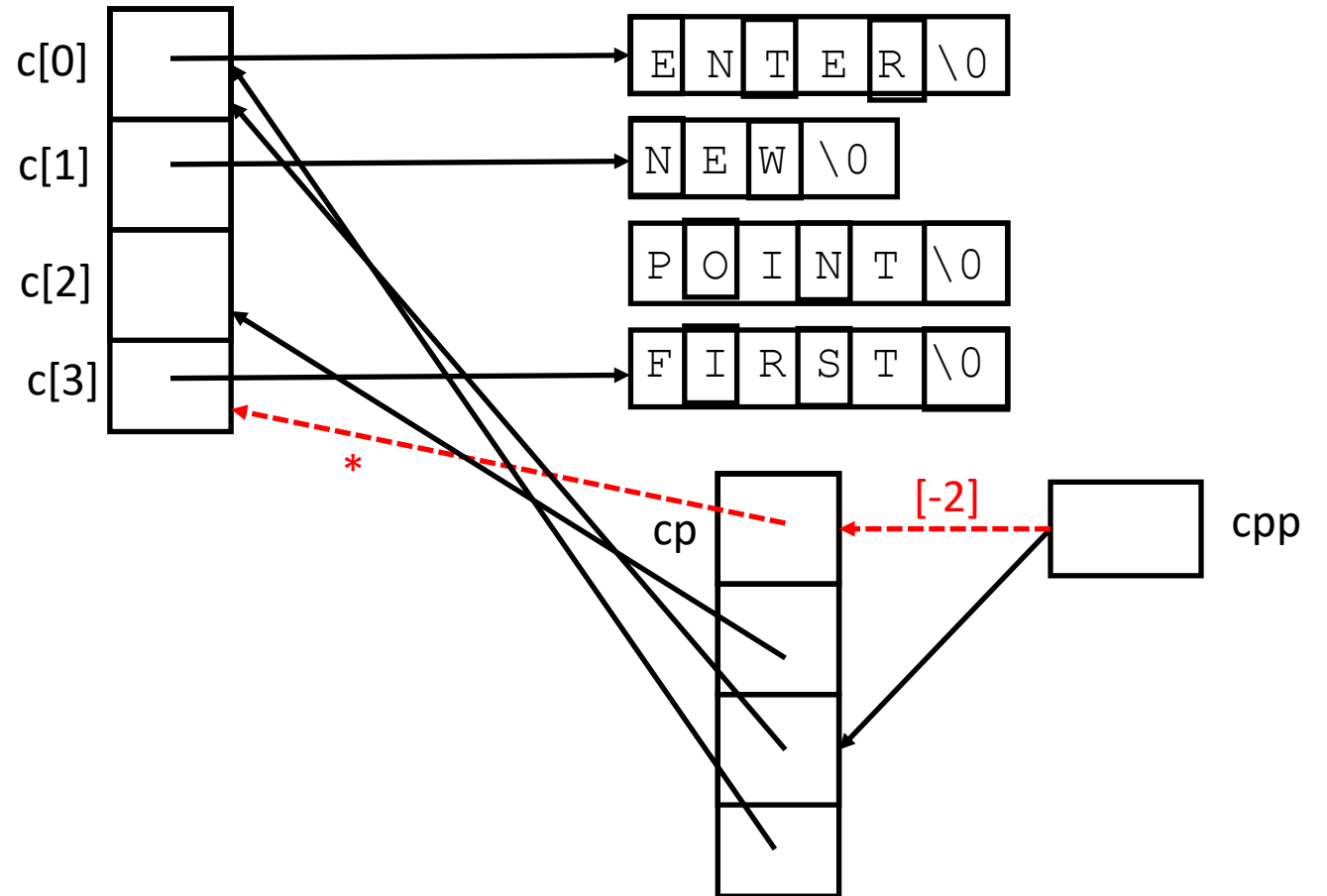
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



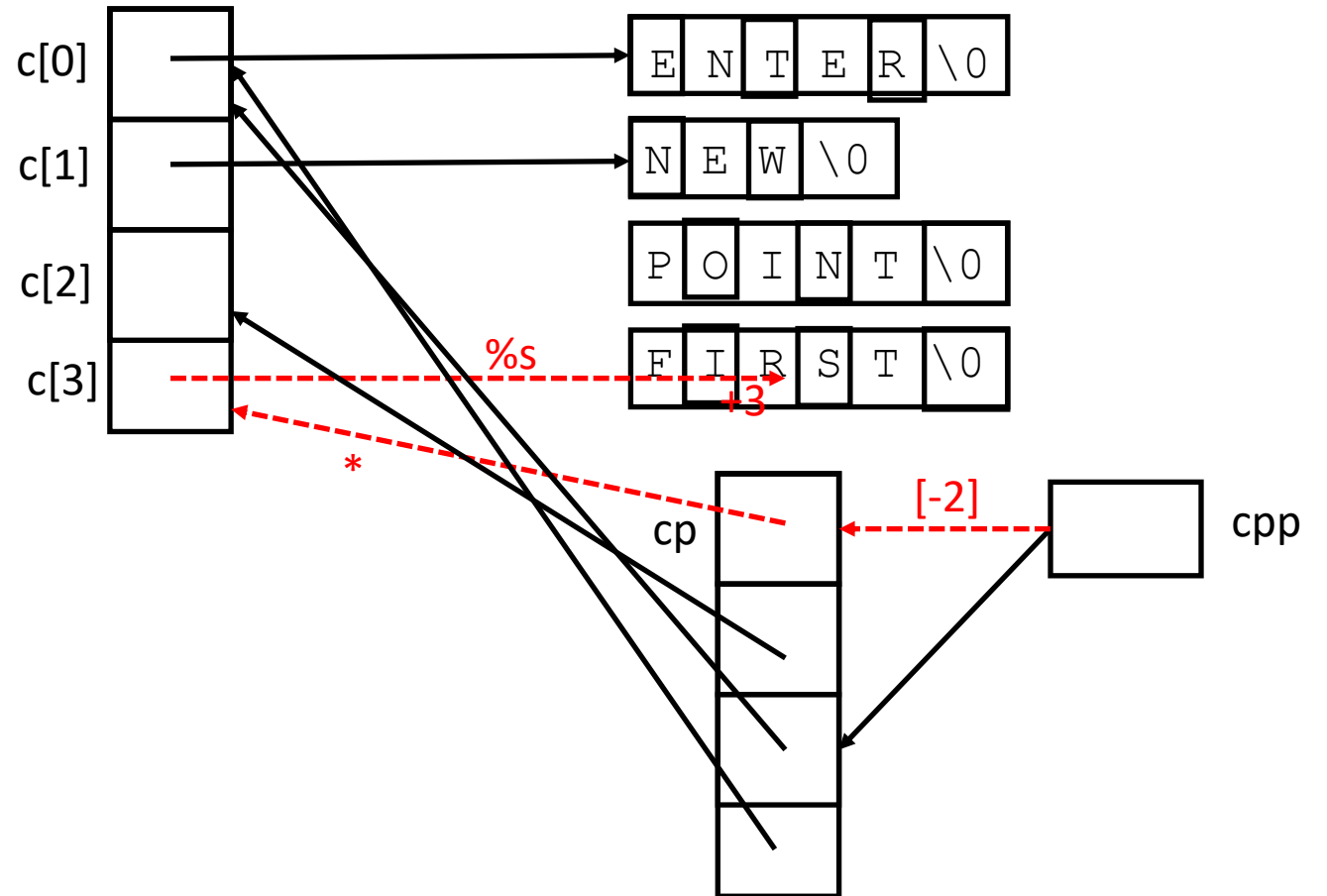
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



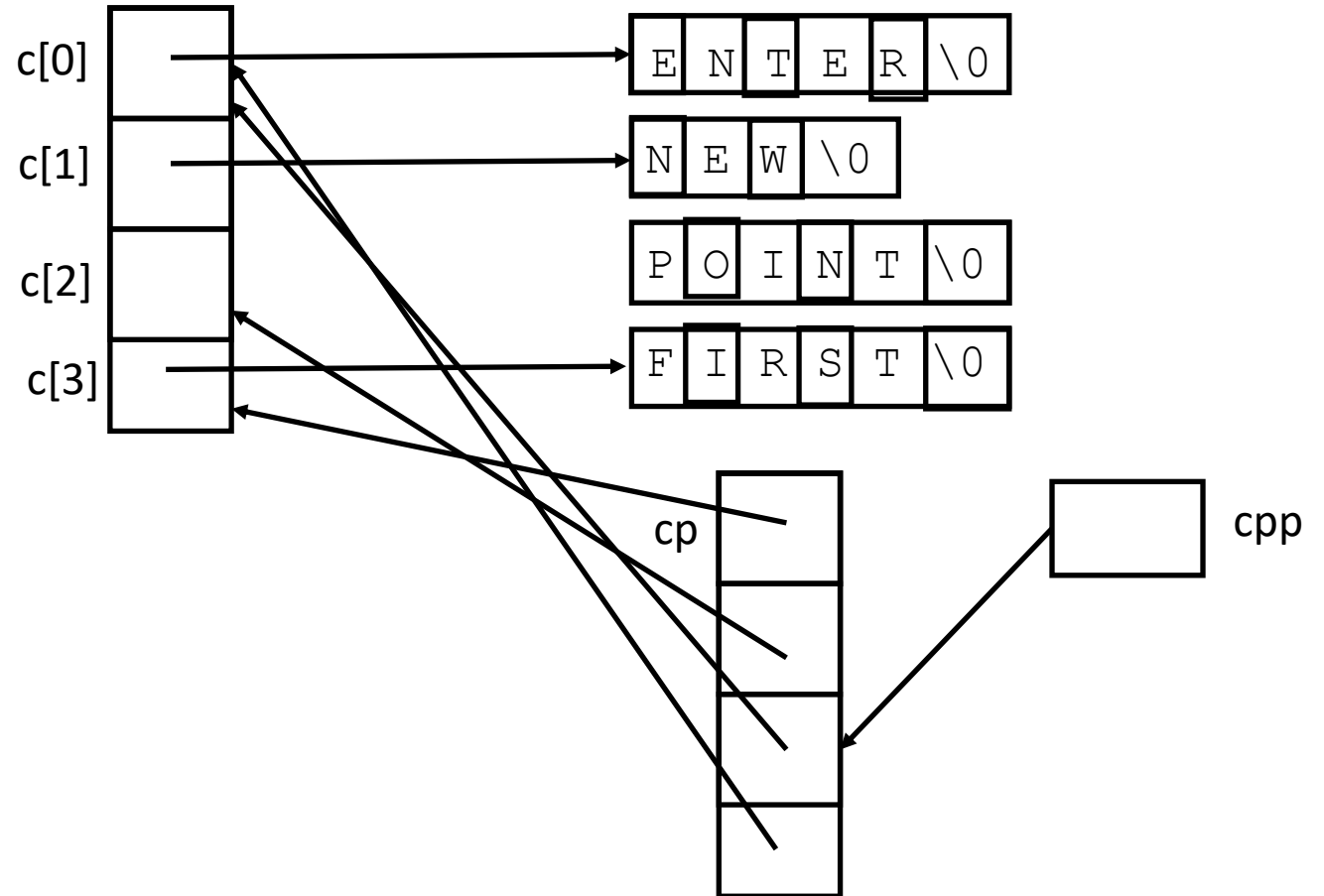
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



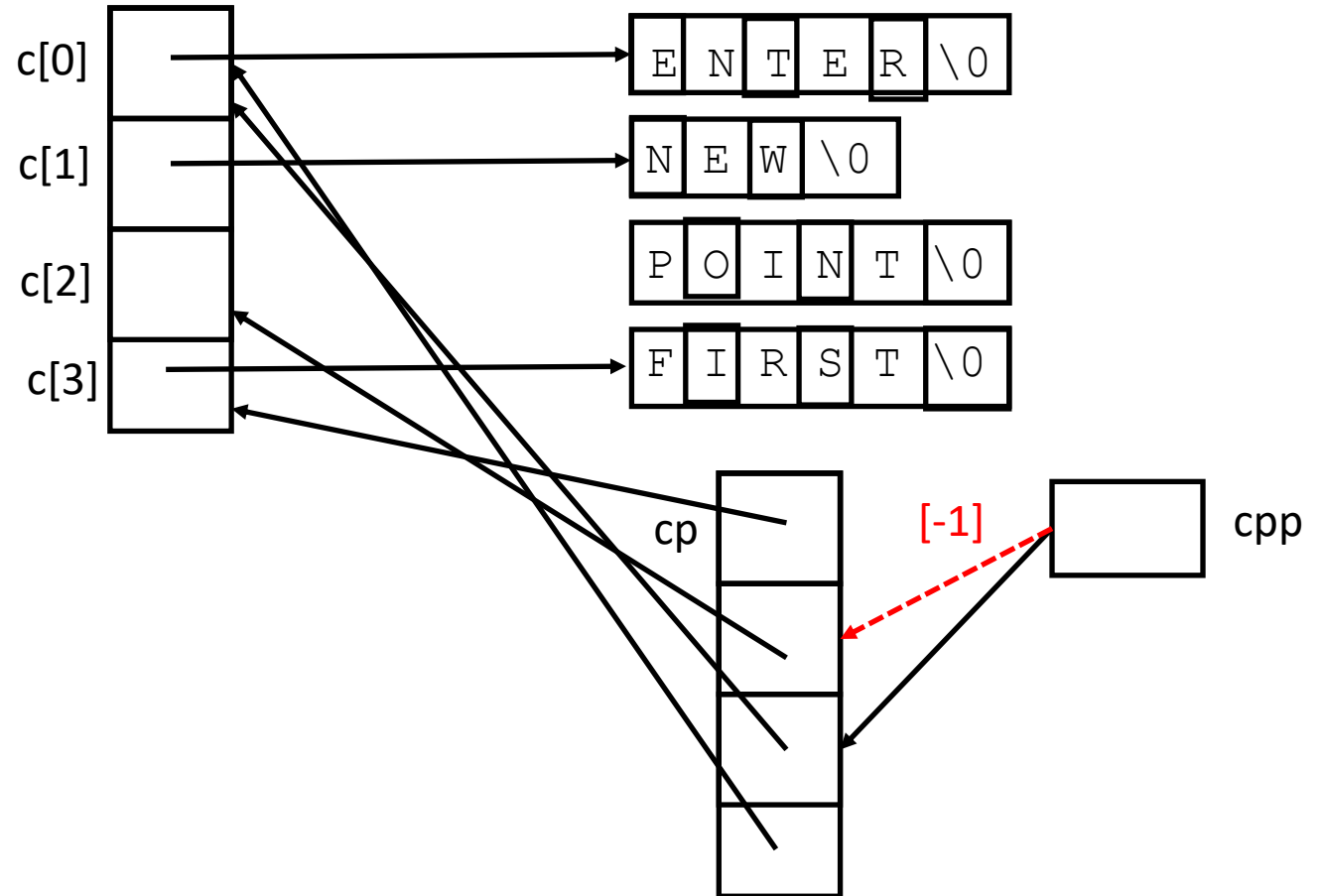
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



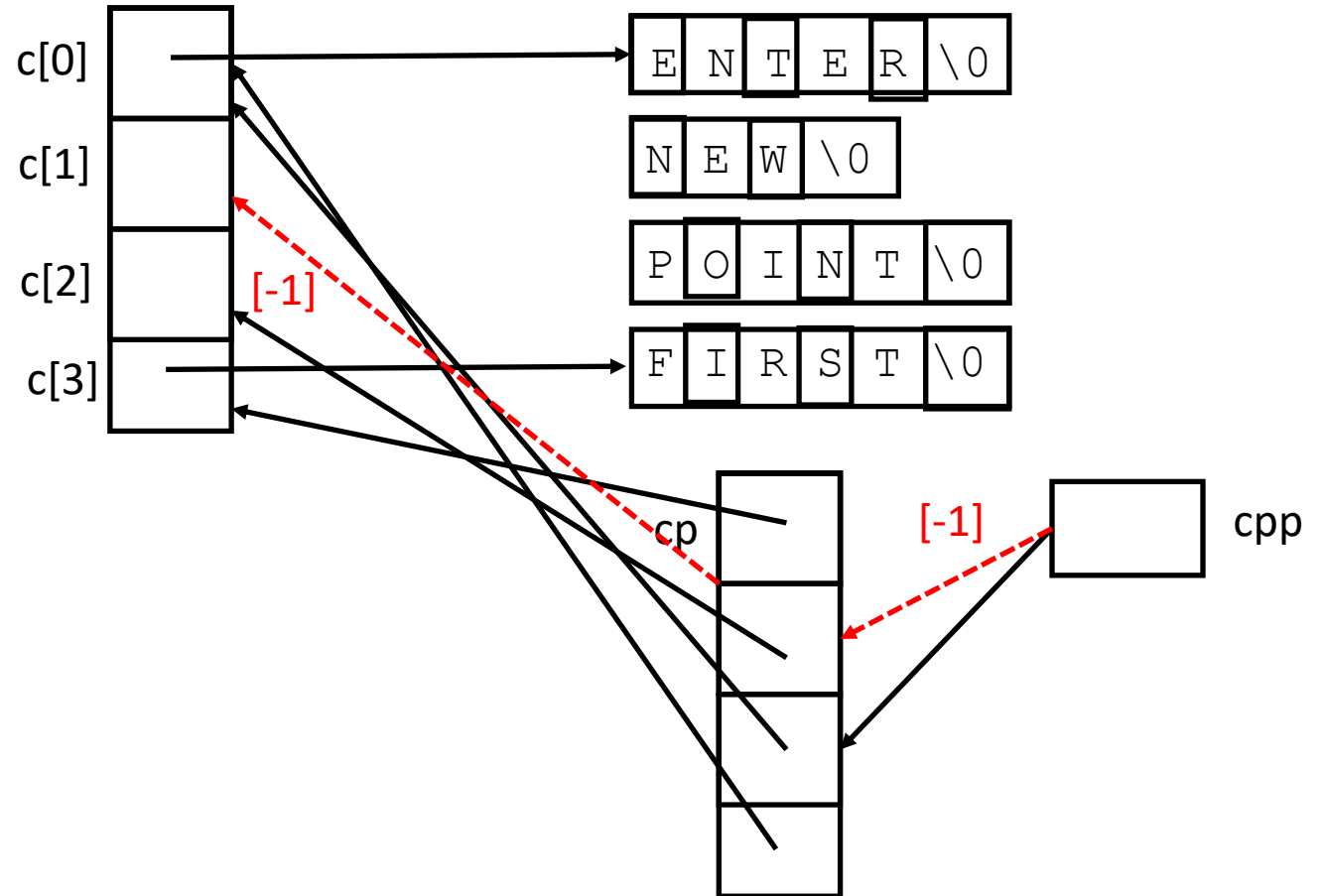
# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```

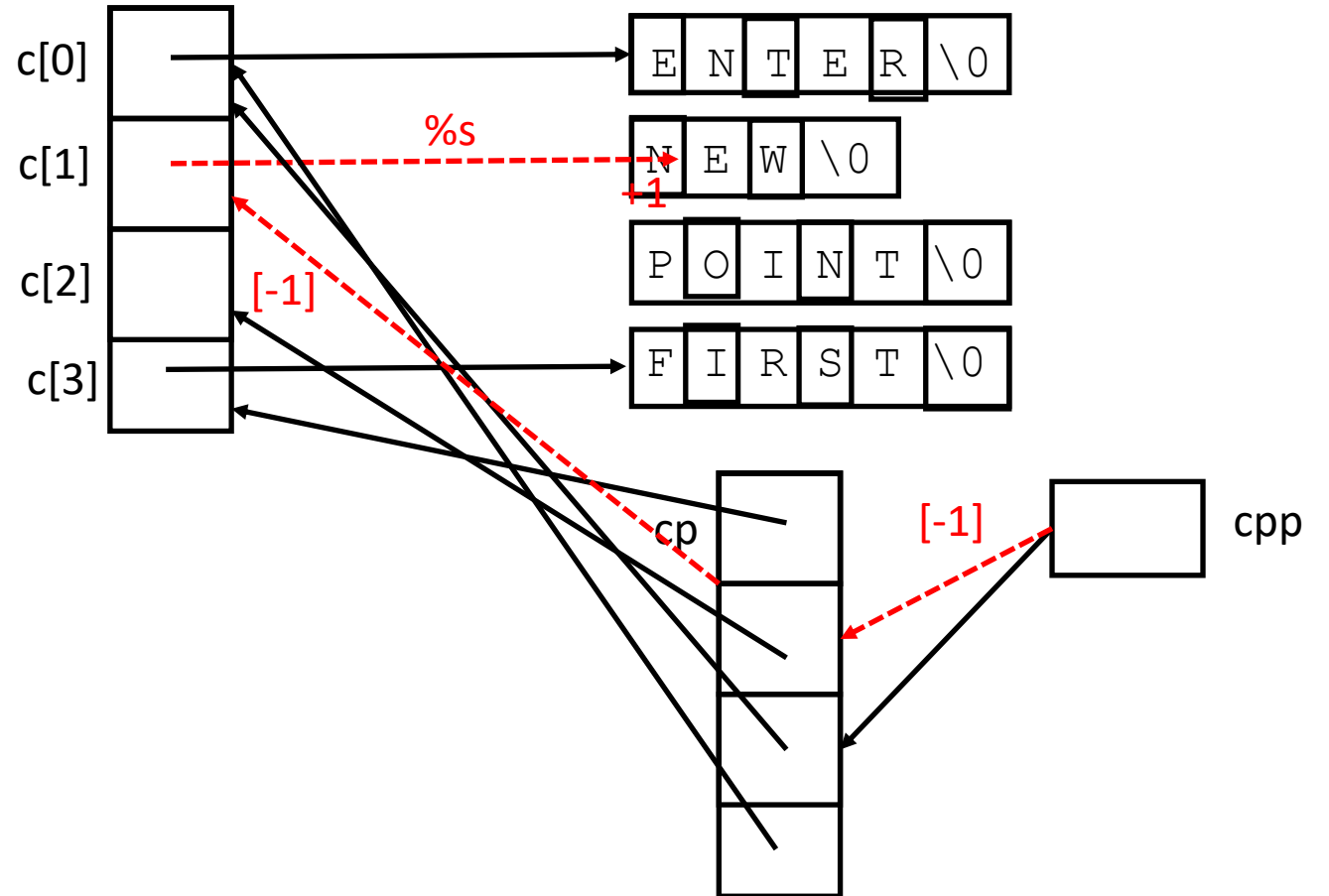


POINTER\_STEW↓



# Pointer Stew

```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);
}
```



POINTER\_STEW↓