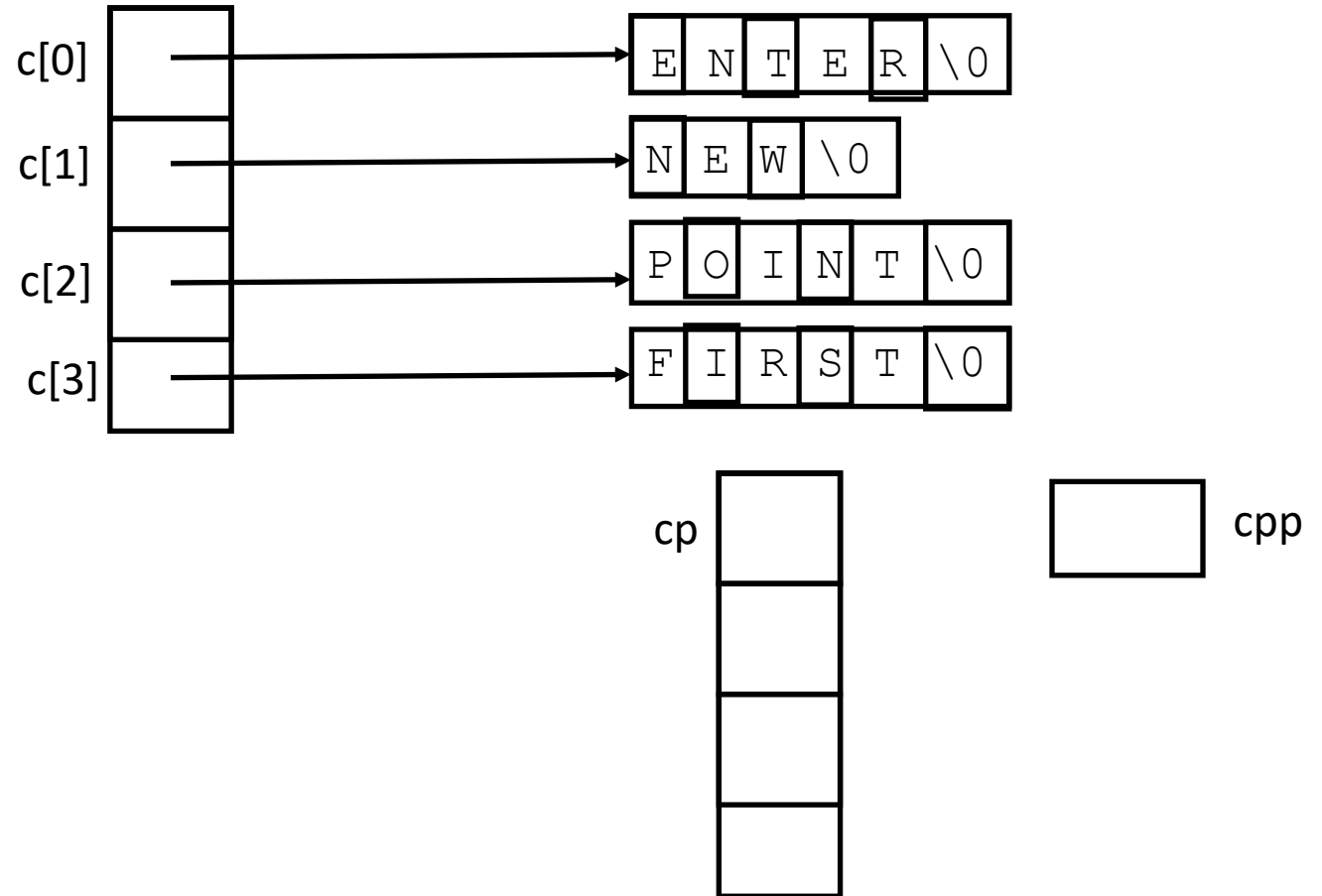


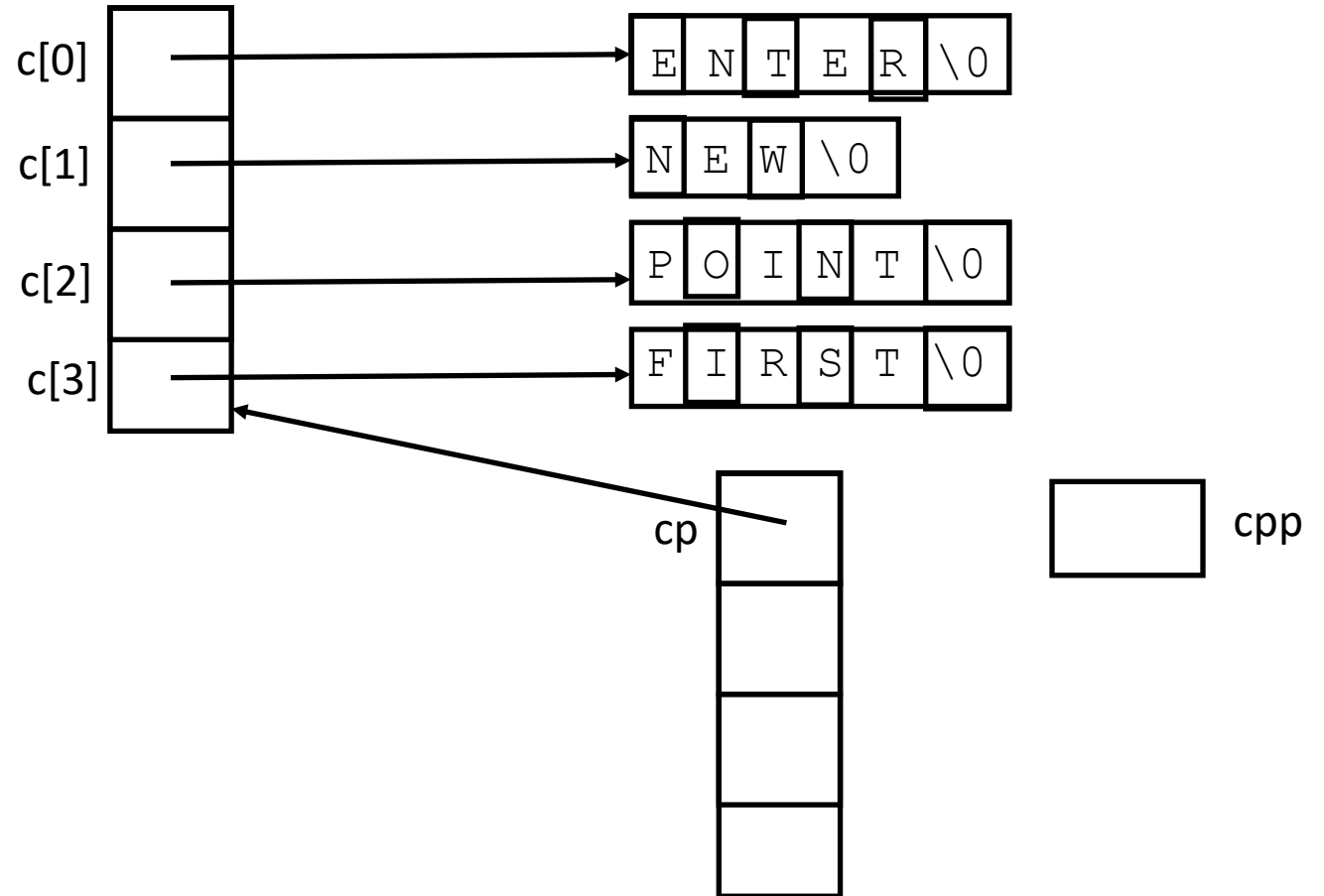
Pointer Stew: Setting Up the Pointers

```
#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);
}
```



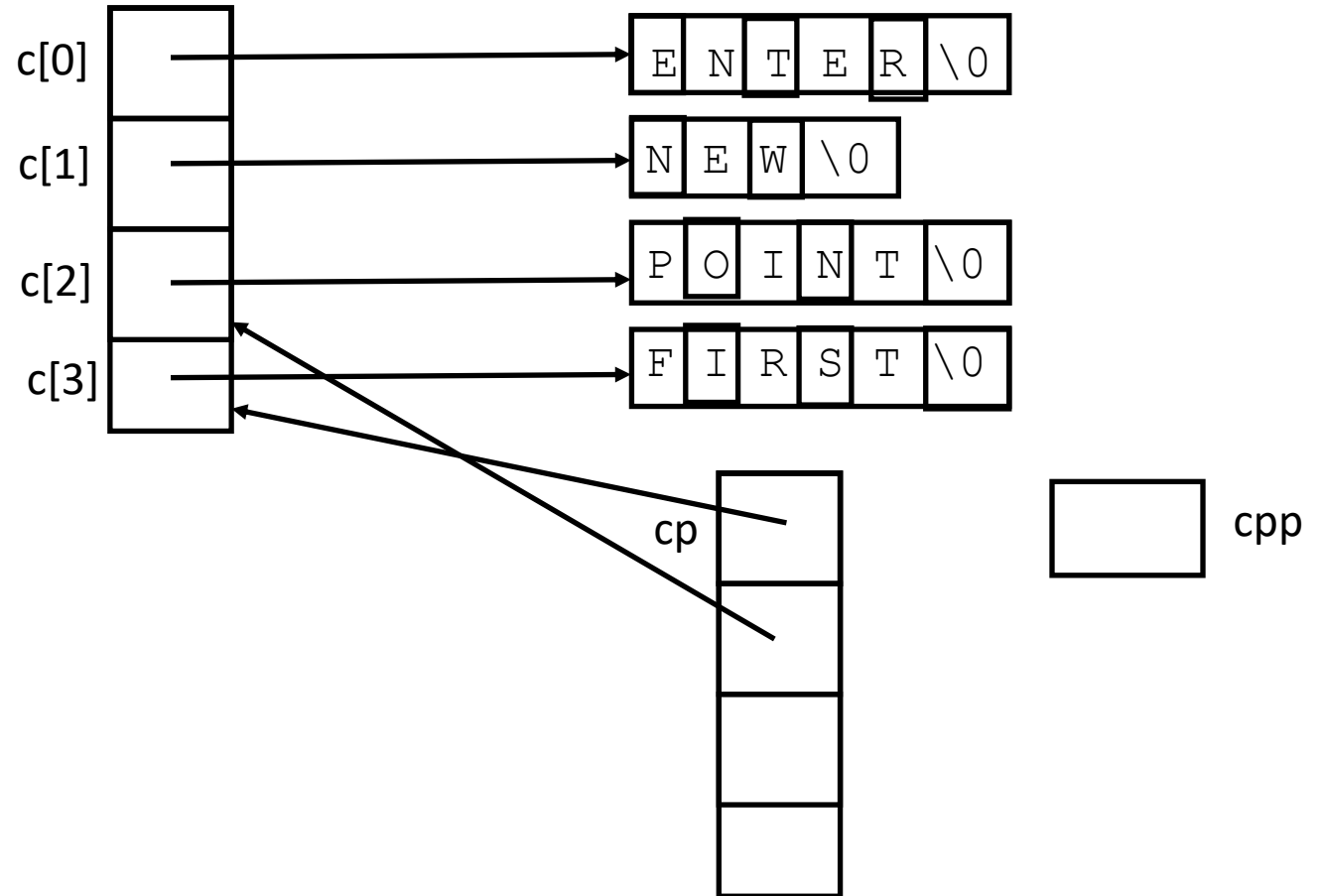
Pointer Stew: Setting Up the Pointers

```
#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);
}
```



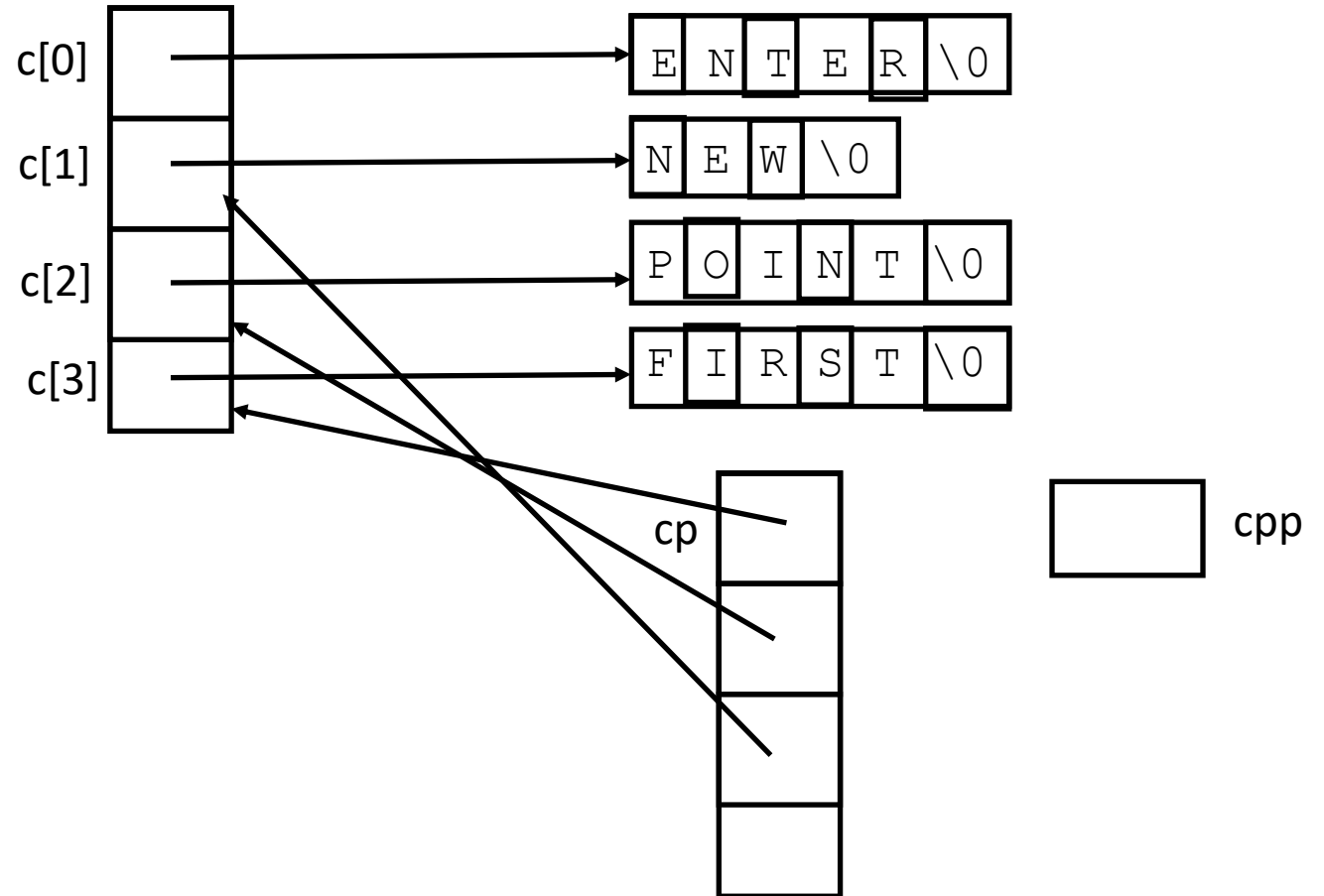
Pointer Stew: Setting Up the Pointers

```
#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);
}
```



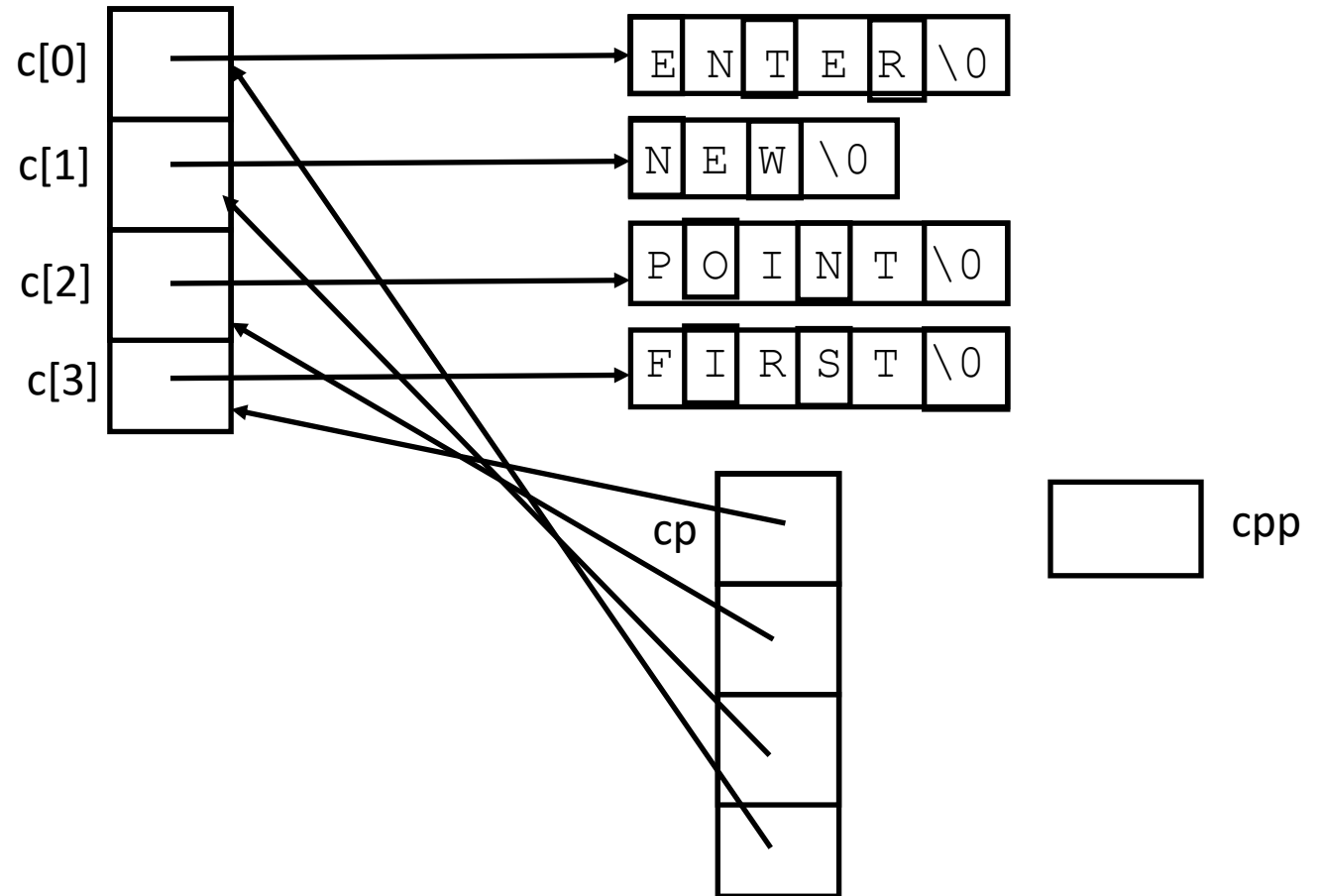
Pointer Stew: Setting Up the Pointers

```
#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);
}
```



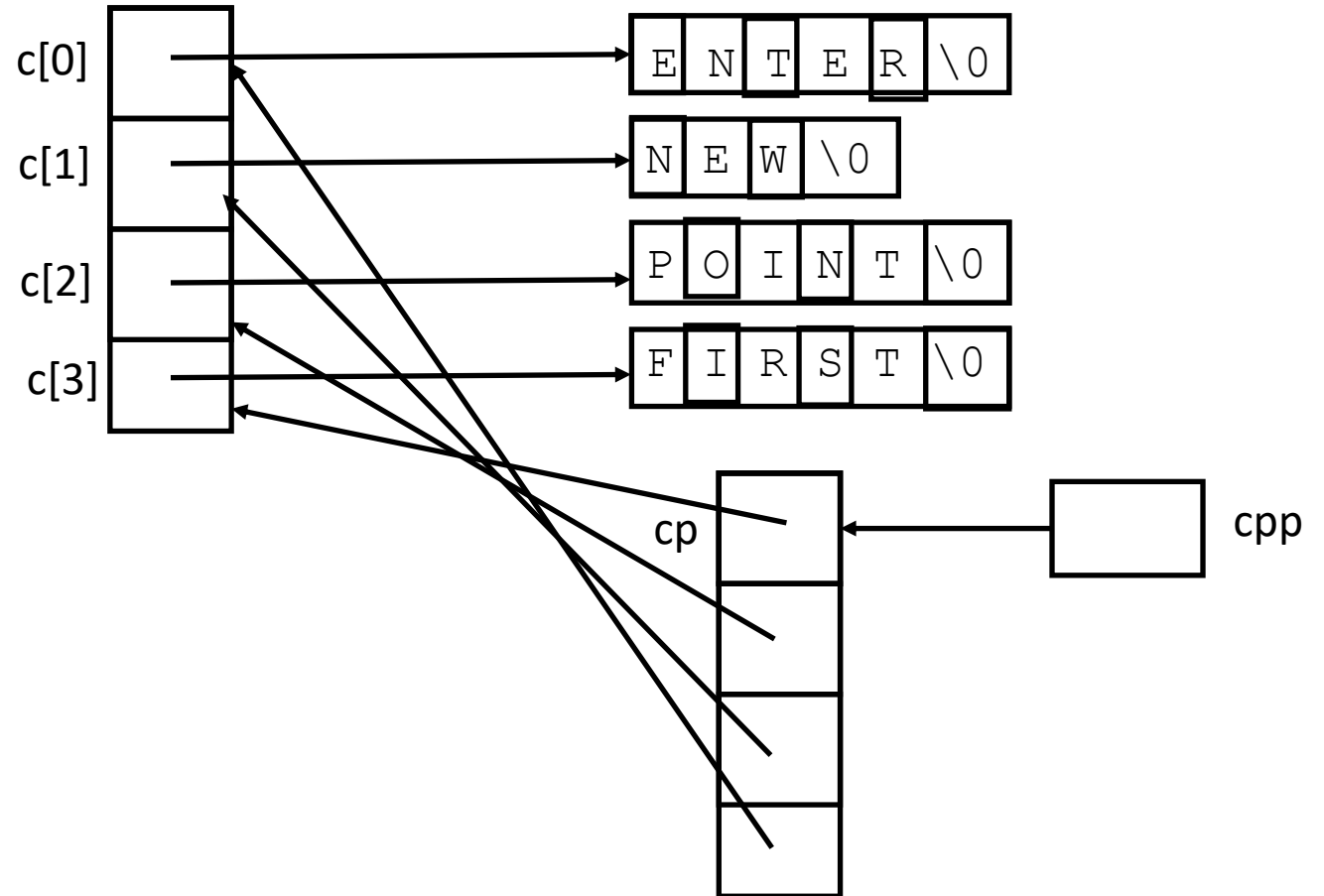
Pointer Stew: Setting Up the Pointers

```
#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);
}
```



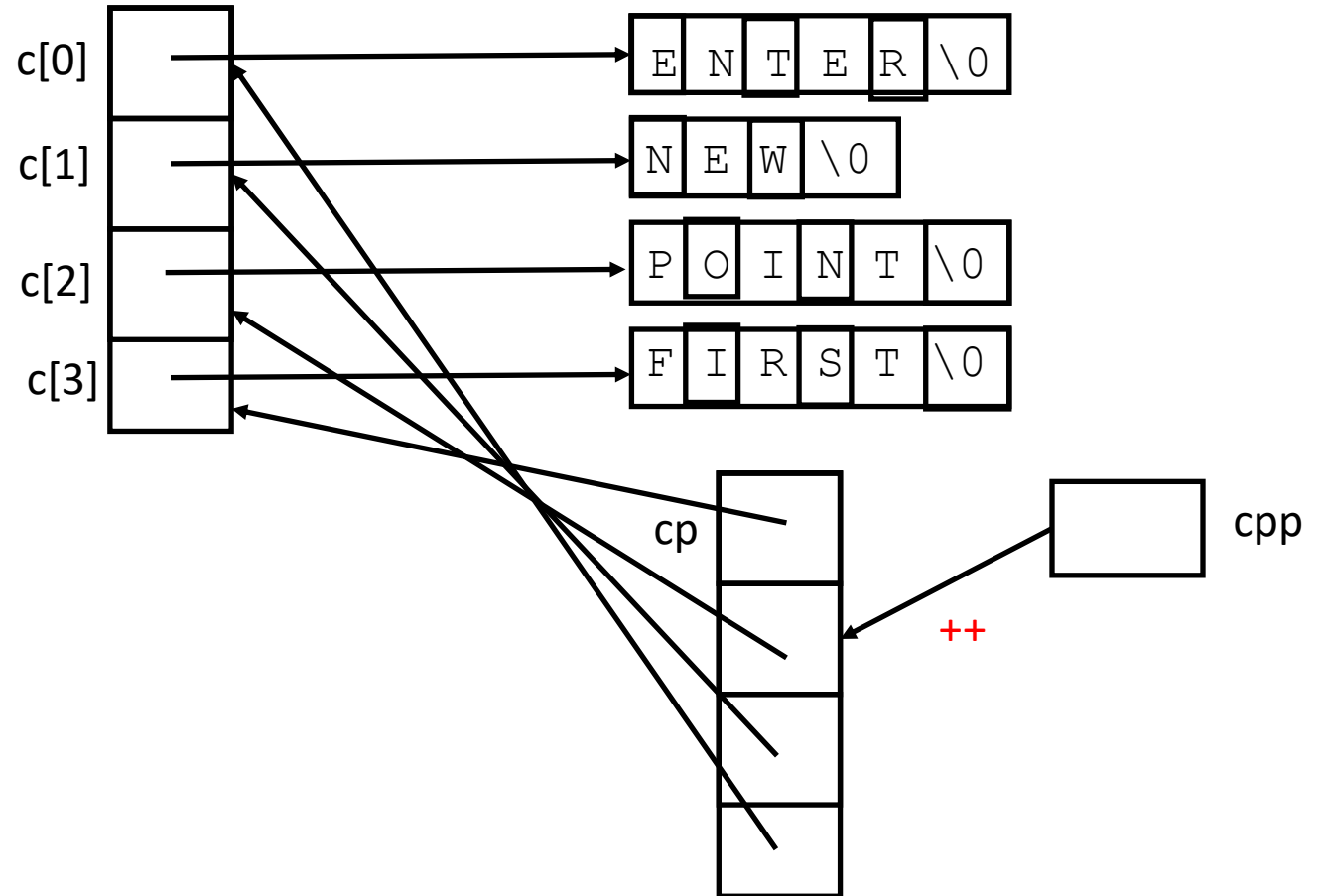
Pointer Stew: Setting Up the Pointers

```
#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);
}
```



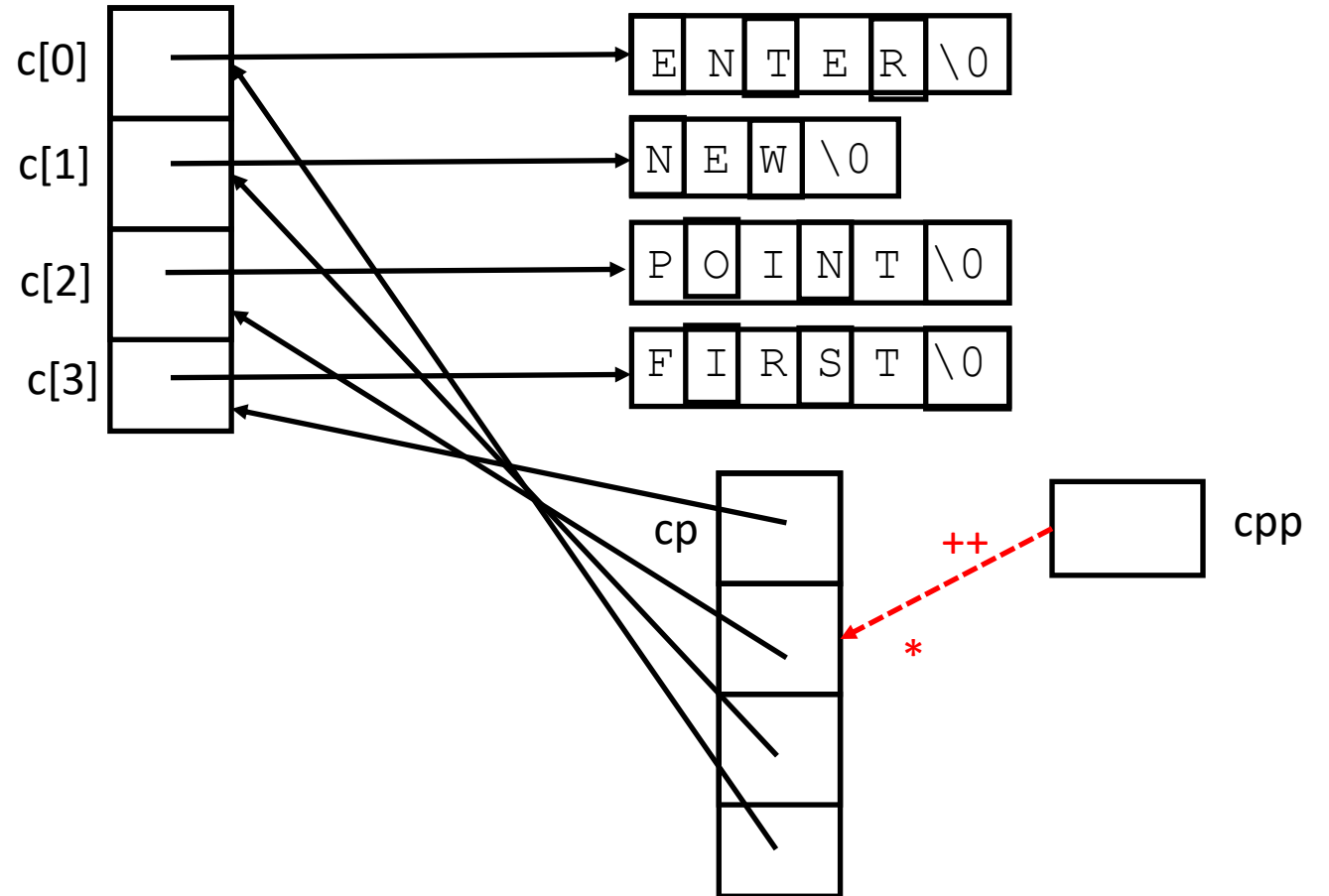
Pointer Stew (++cpp)

```
#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);
}
```



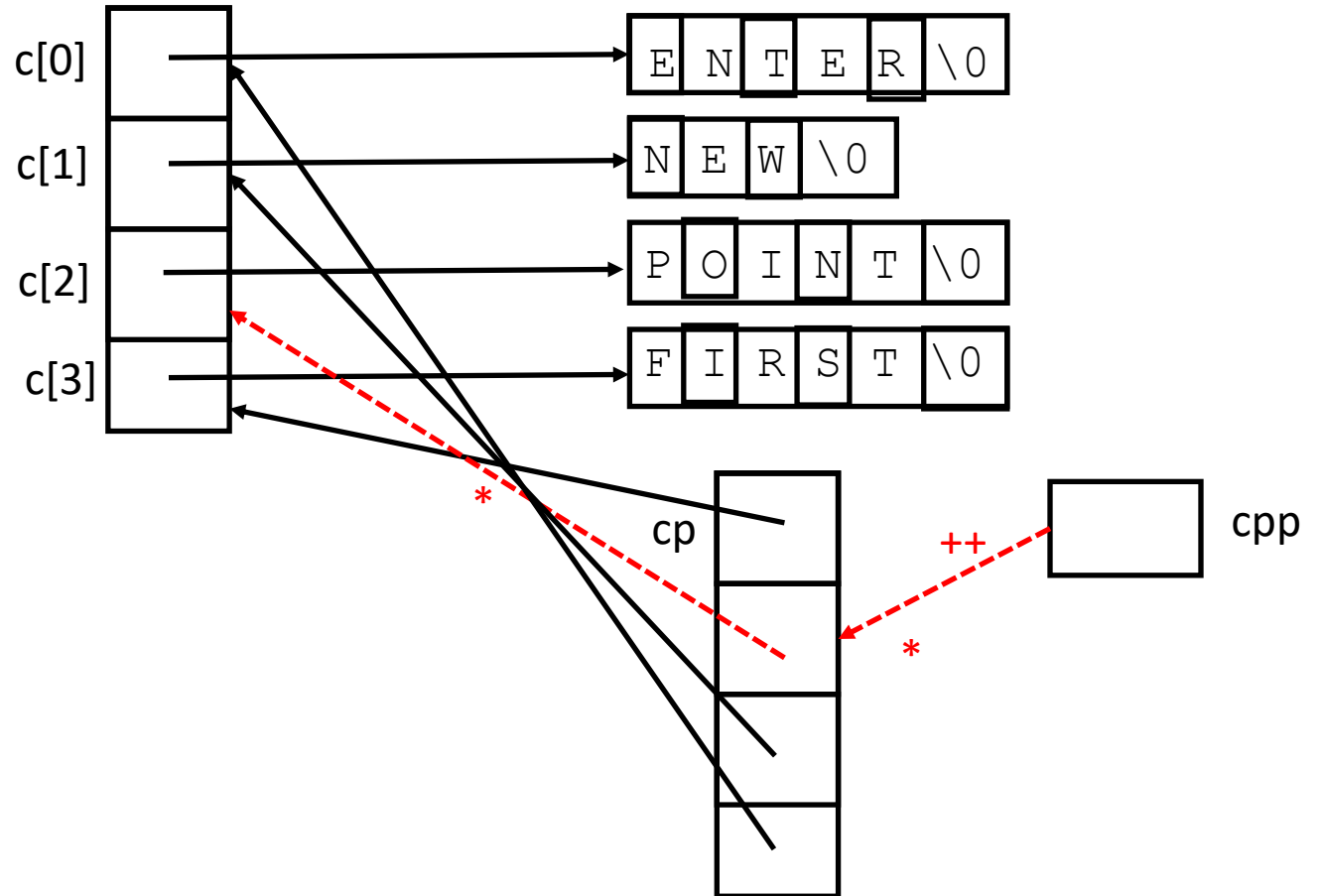
Pointer Stew (*++cpp)

```
#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);
}
```



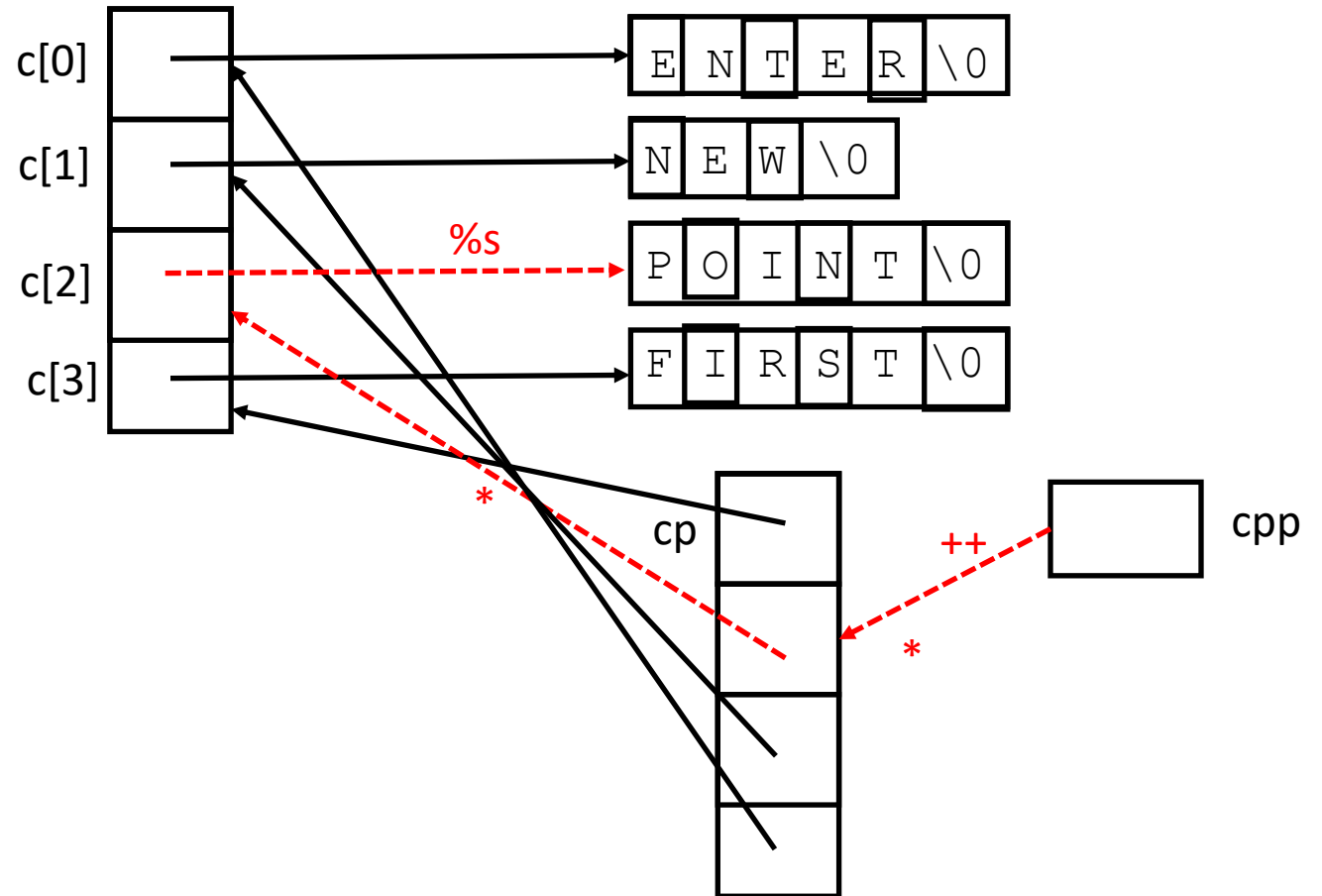
Pointer Stew (**++cpp)

```
#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 (End of first *printf*)

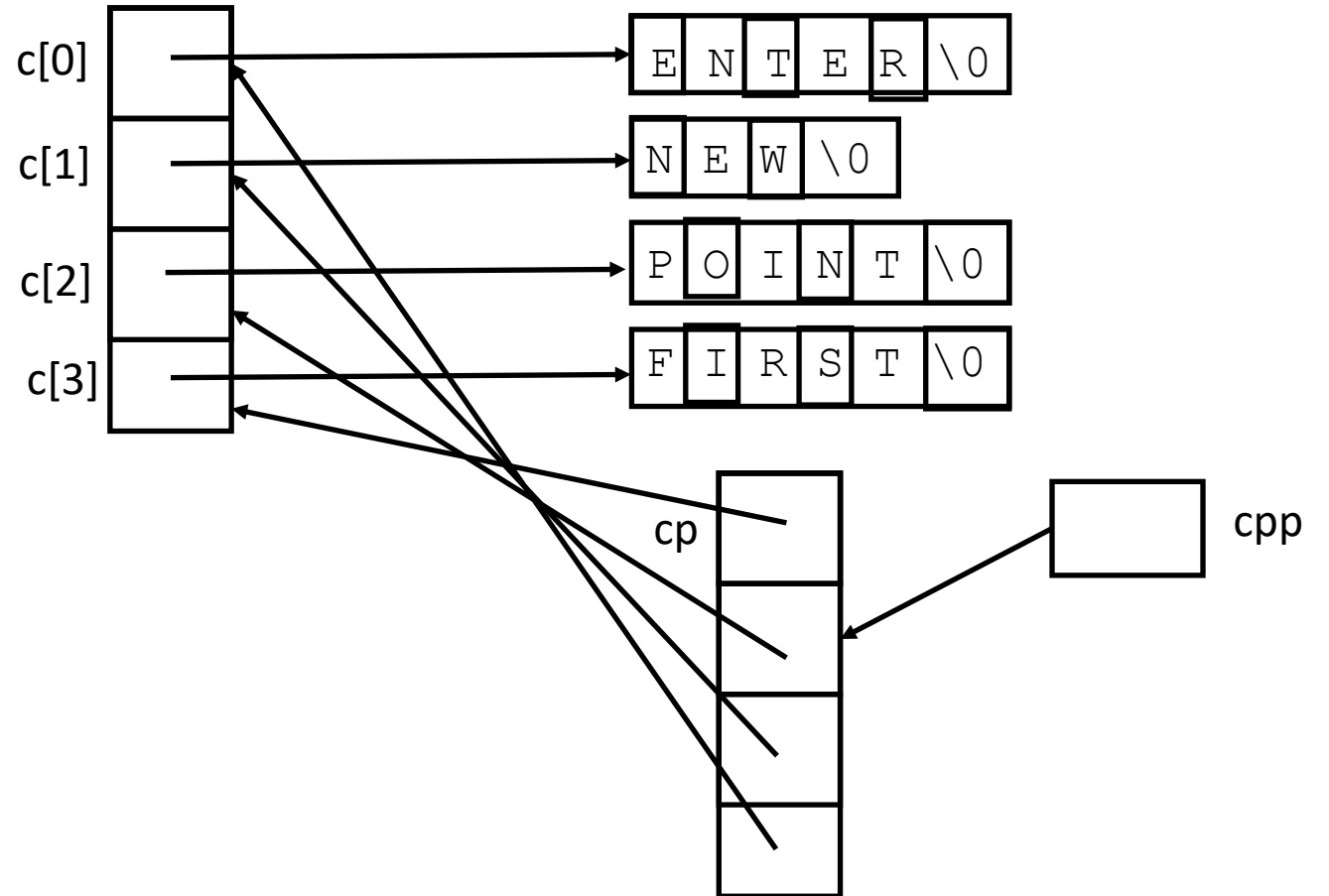
```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);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



POINT

Pointer Stew (Current State of Variables)

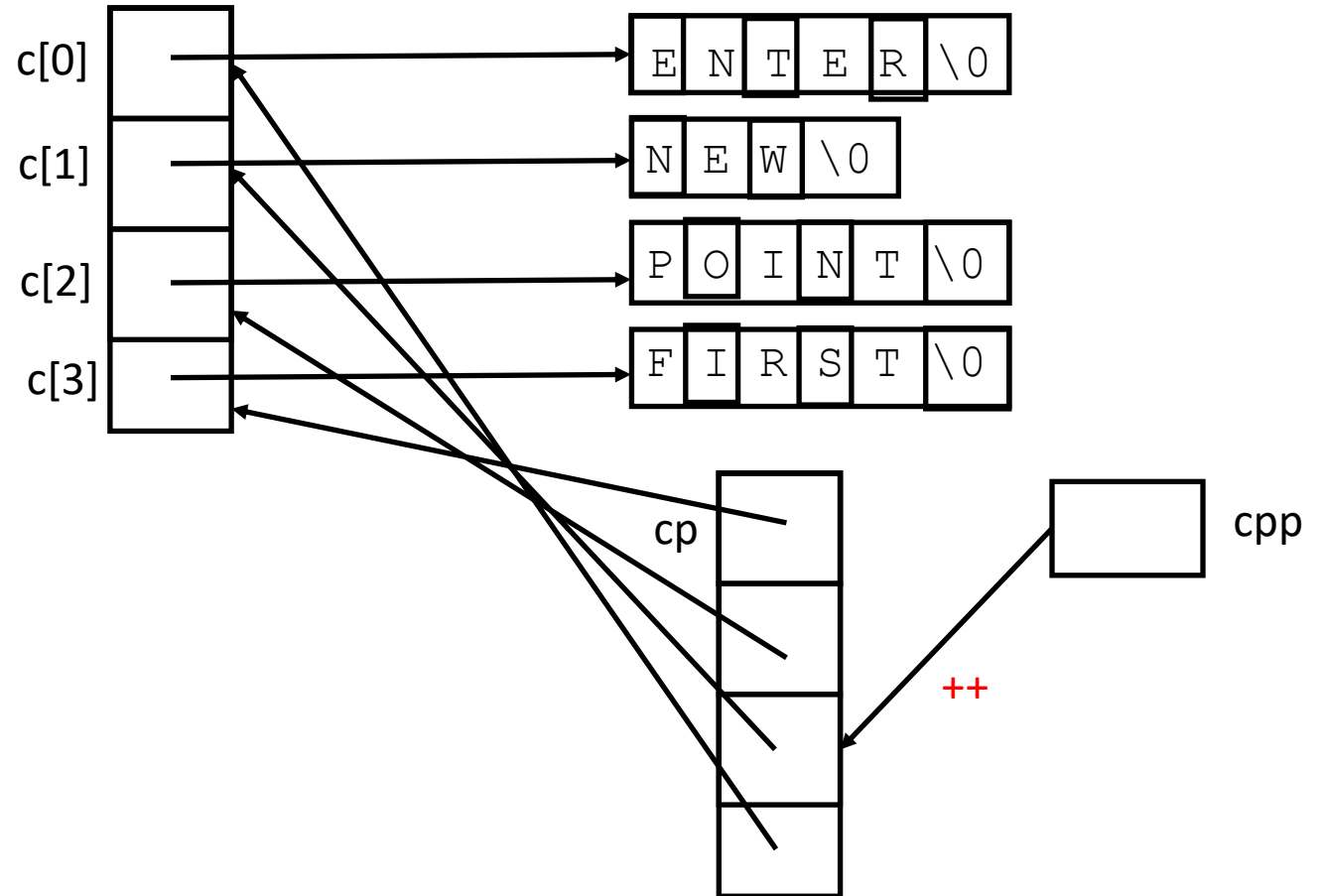
```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);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



POINT

Pointer Stew (++cpp)

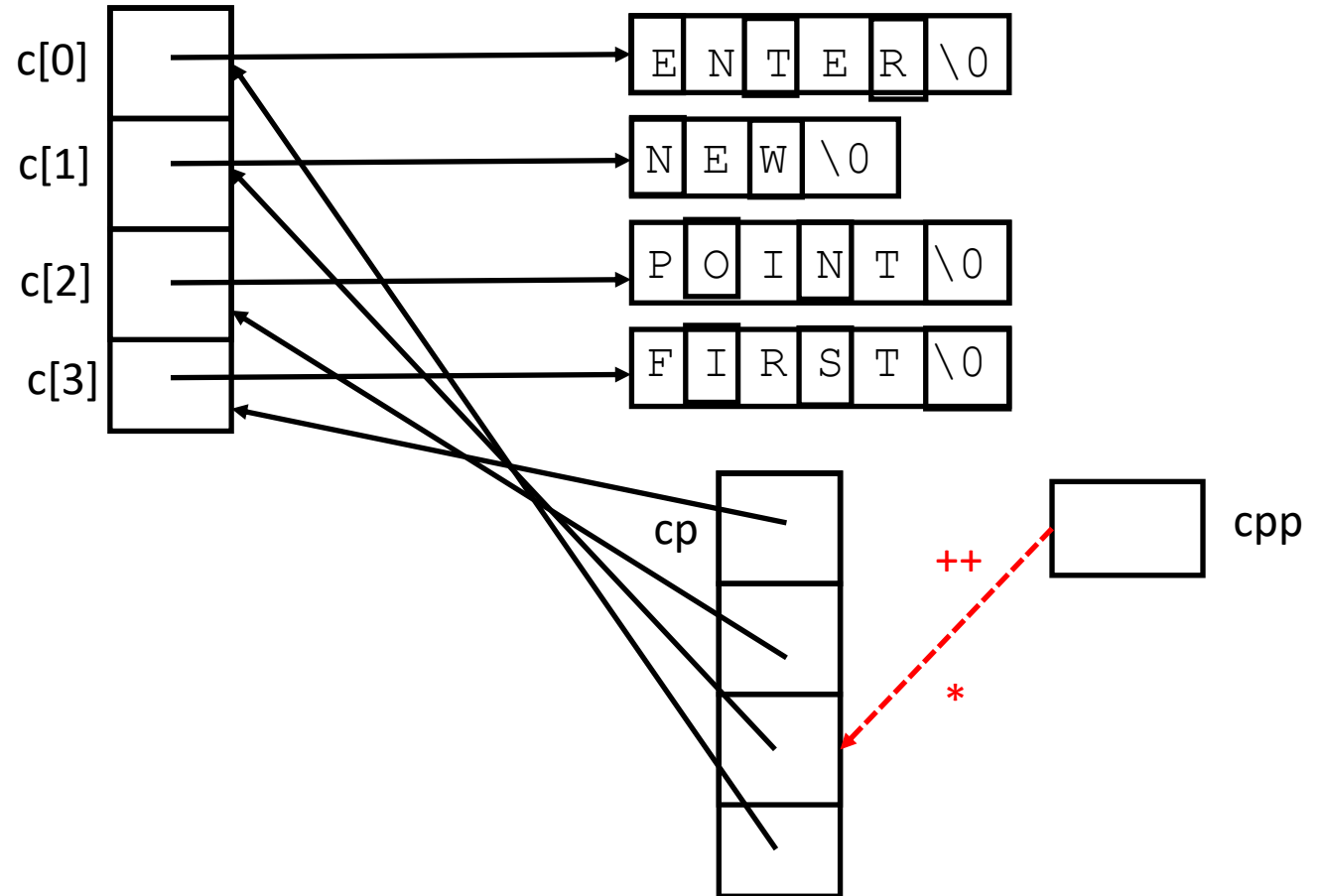
```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);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



POINT

Pointer Stew (*++cpp)

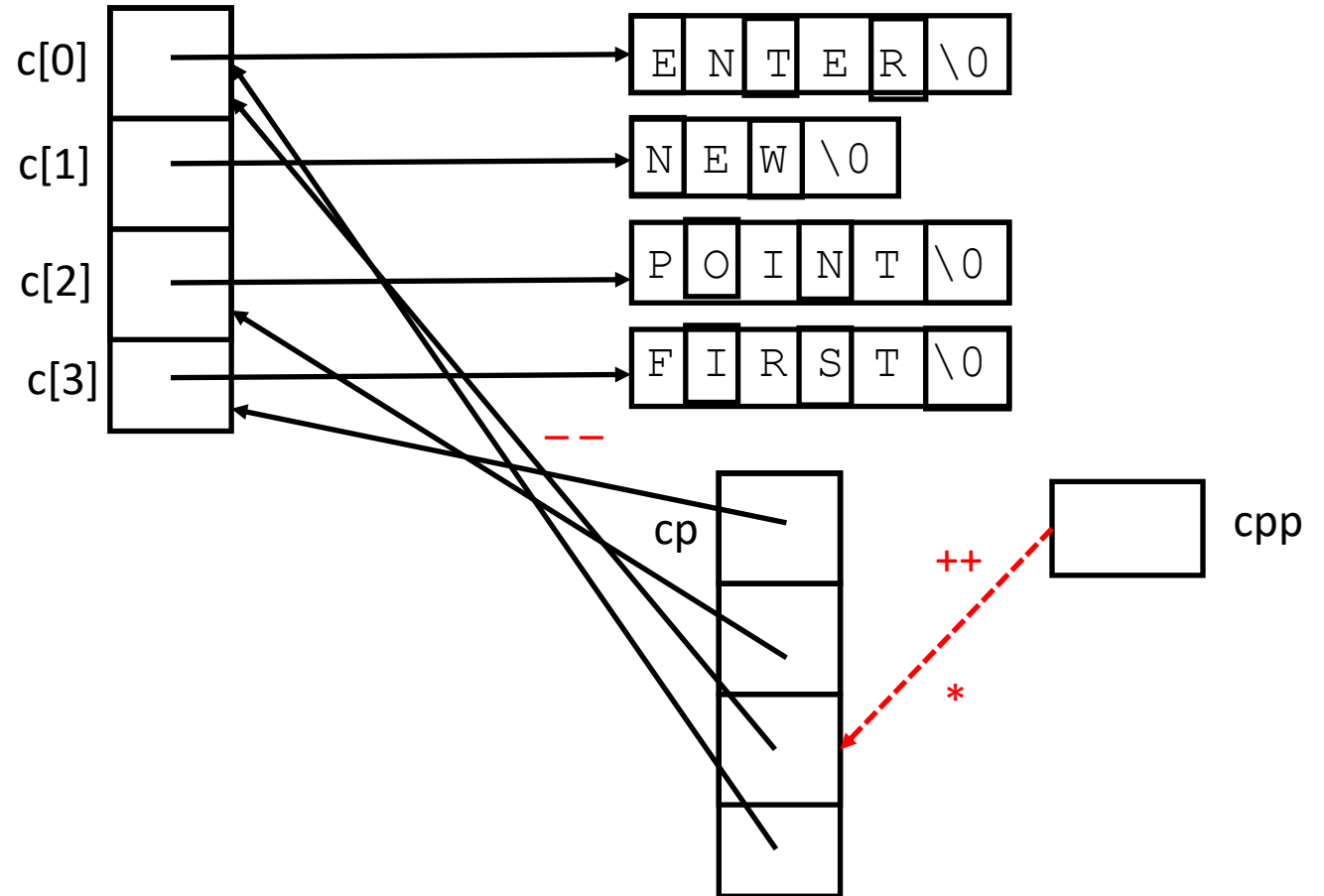
```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);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



POINT

Pointer Stew (---*++cpp)

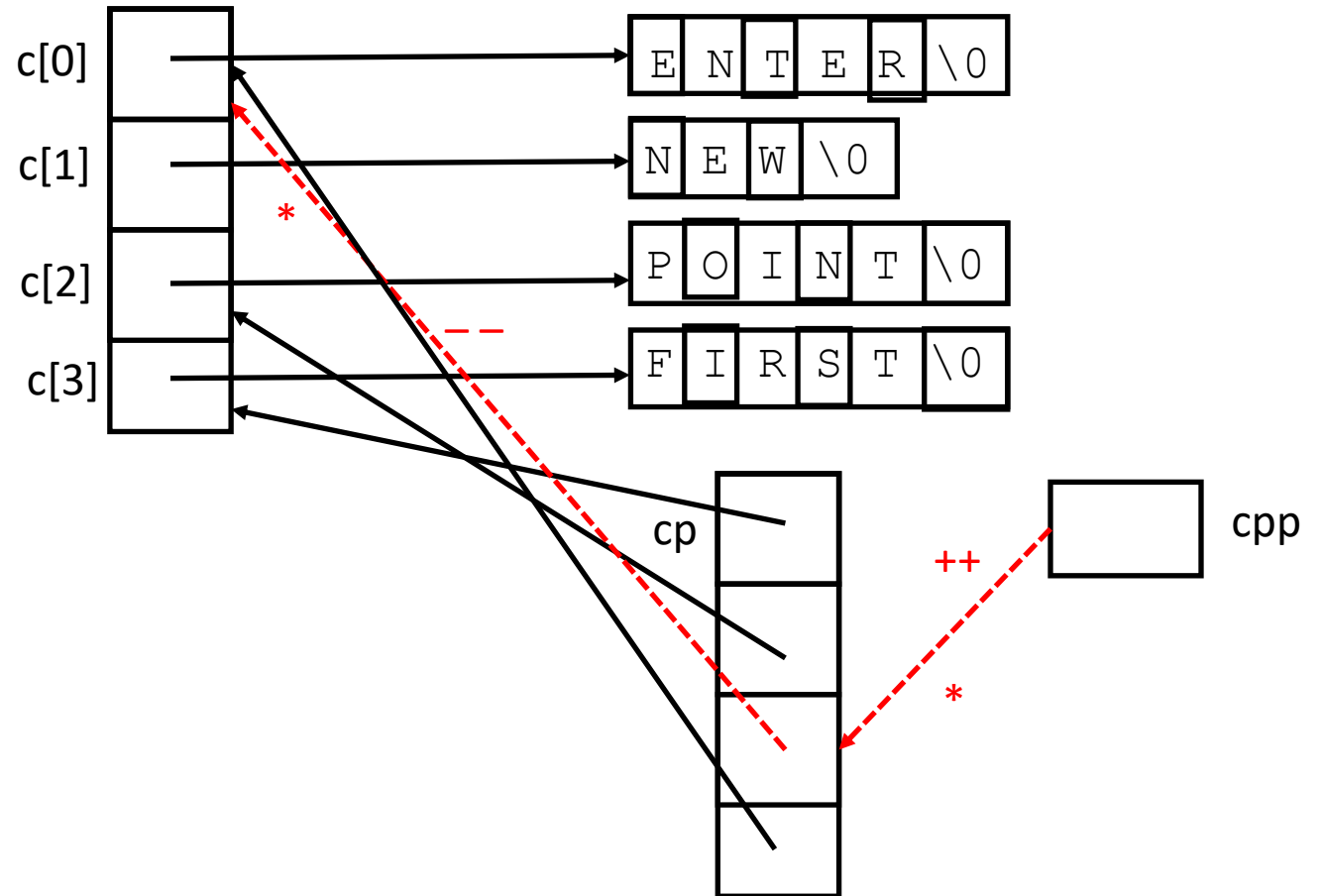
```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);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



POINT

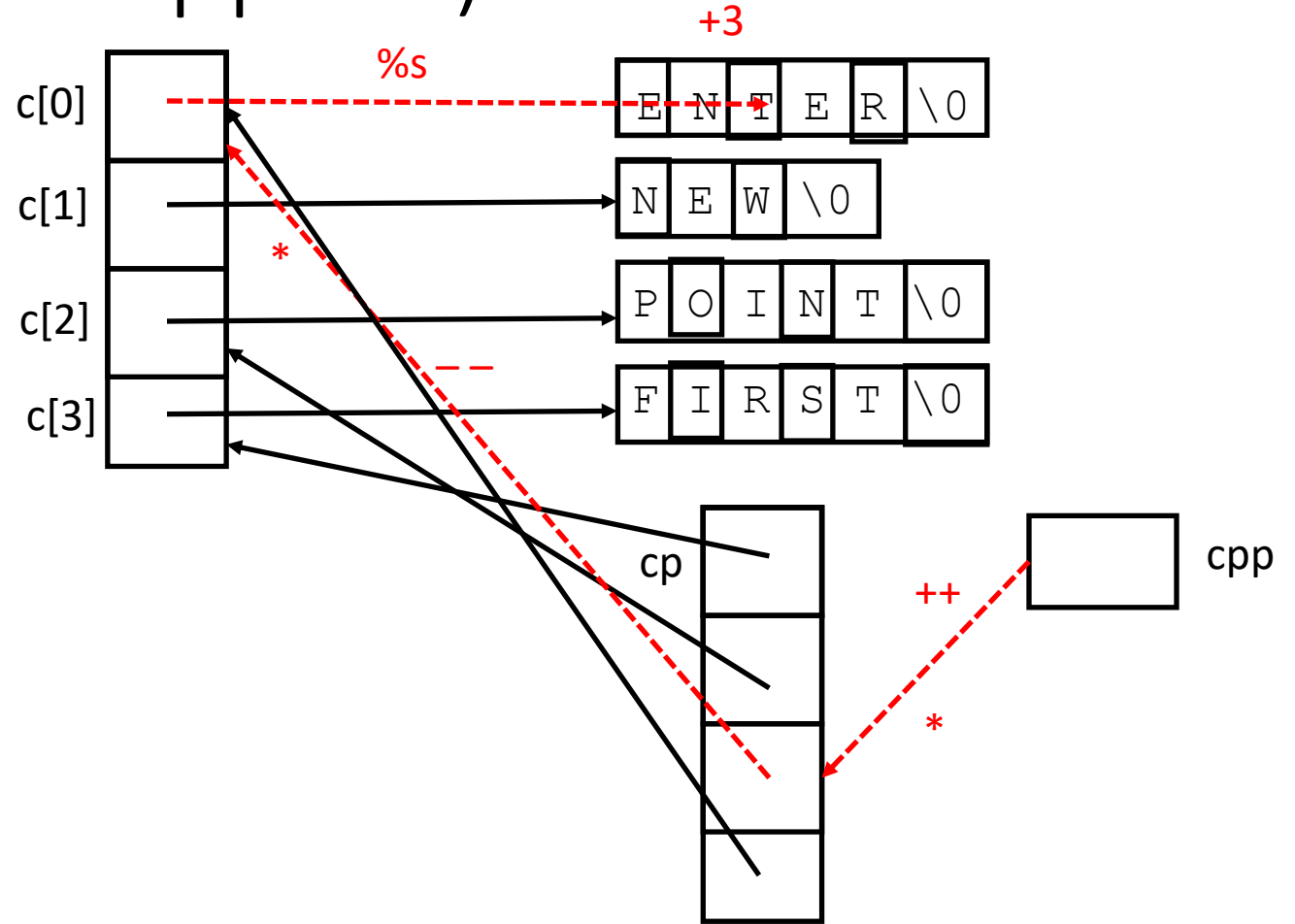
Pointer Stew (*--*++cpp)

```
#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 (*--*++cpp + 3)

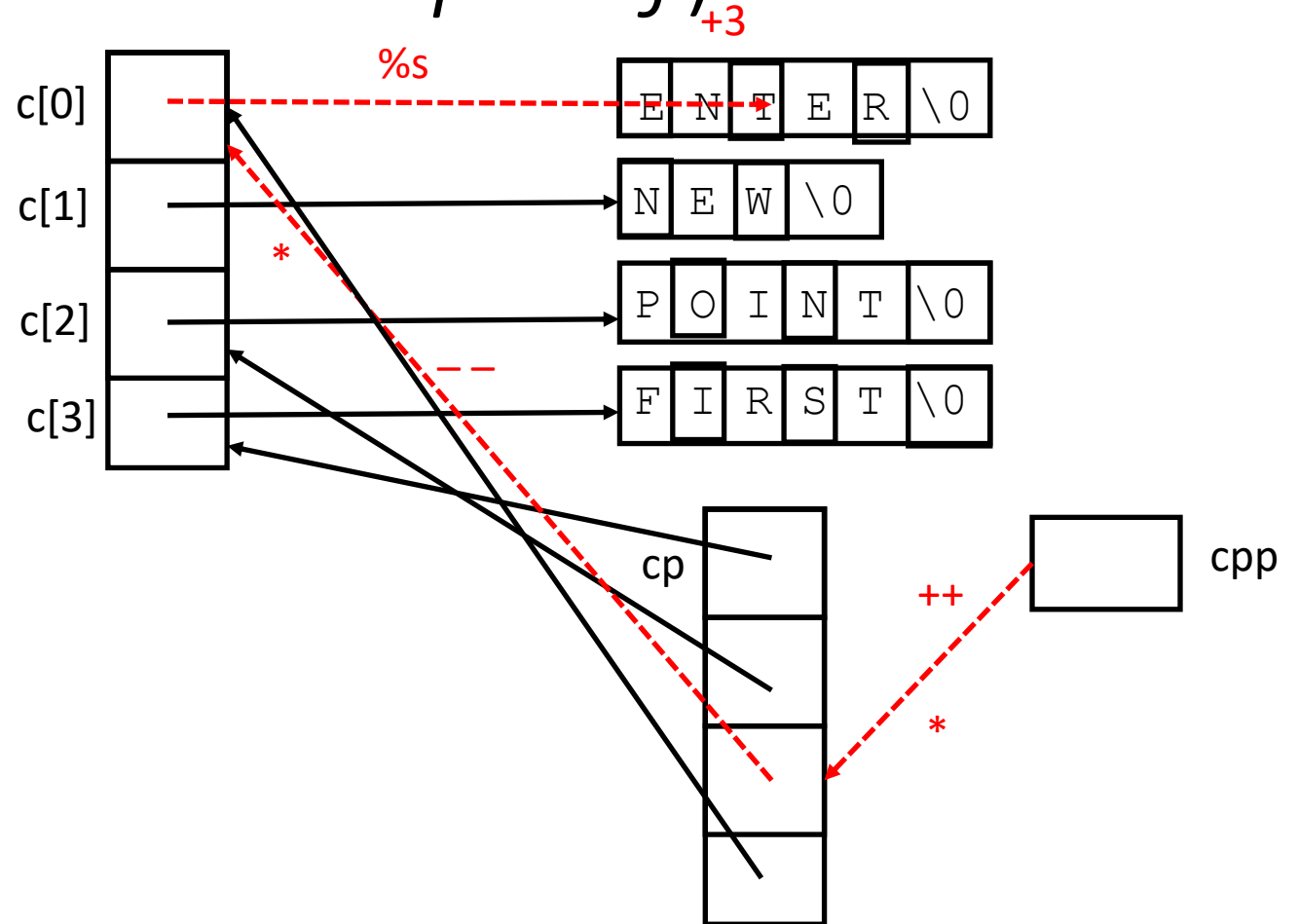
```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);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



POINT

Pointer Stew (End of Second *printf*)

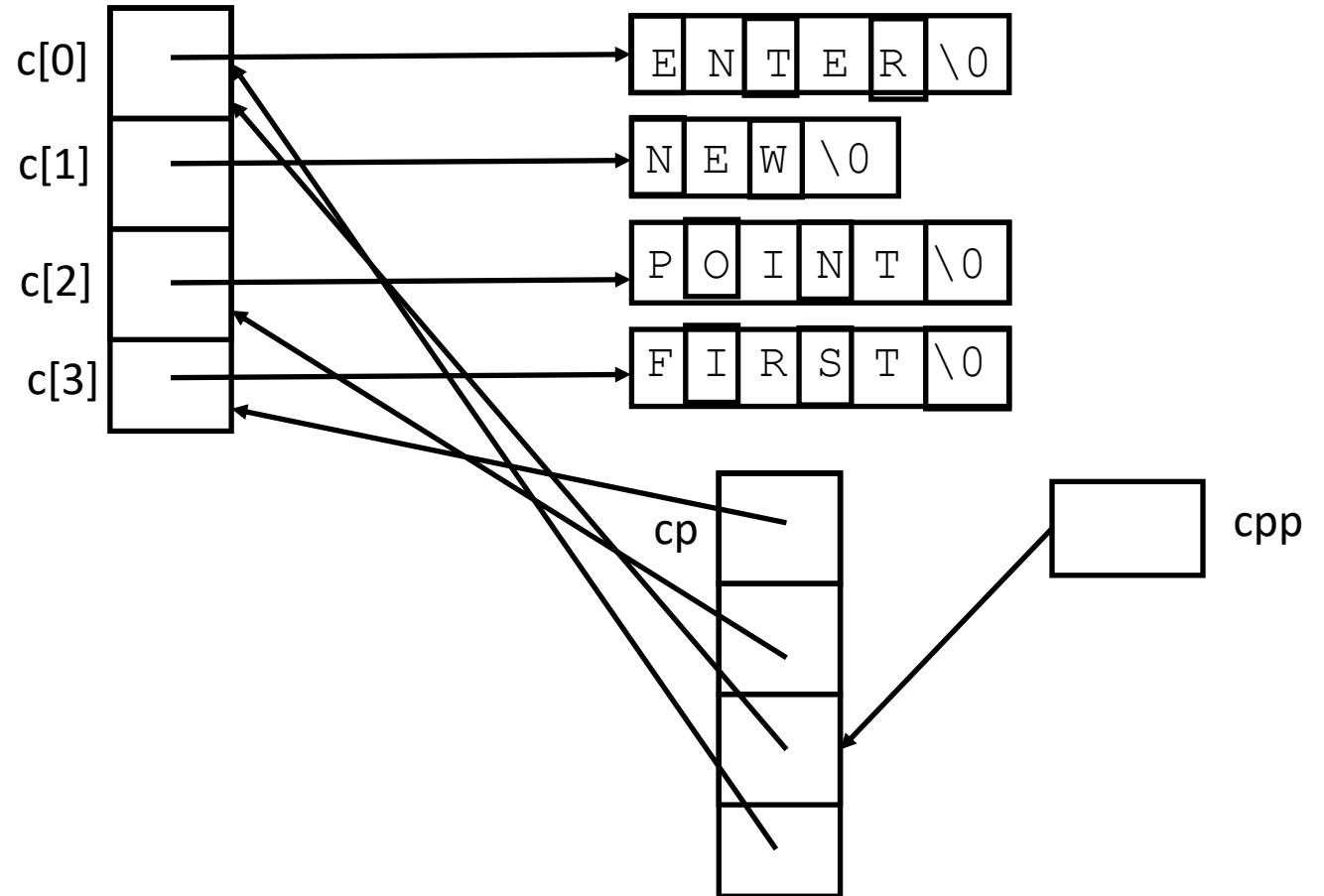
```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);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



POINTER

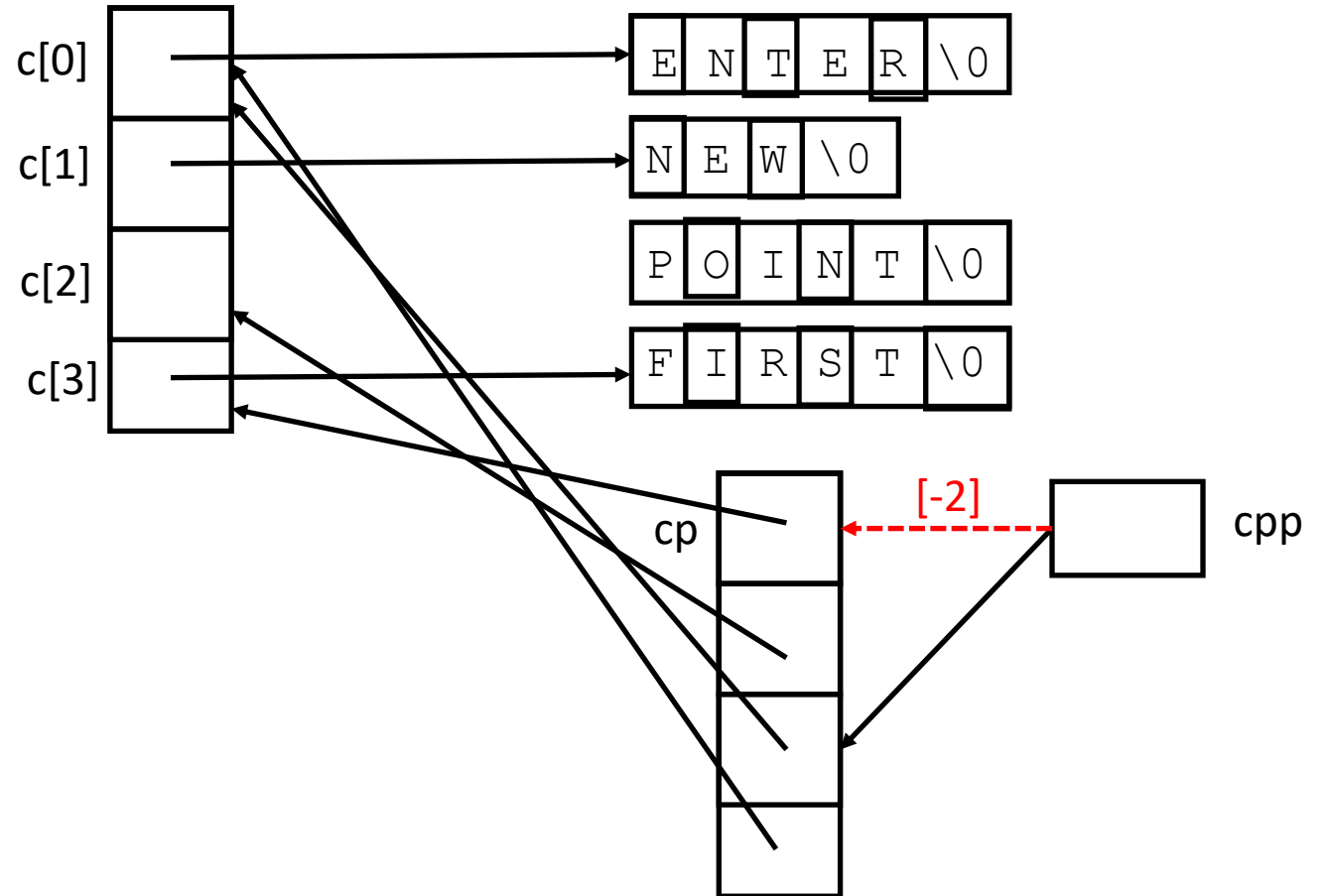
Pointer Stew (Current State of Variables)

```
#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);
}
```



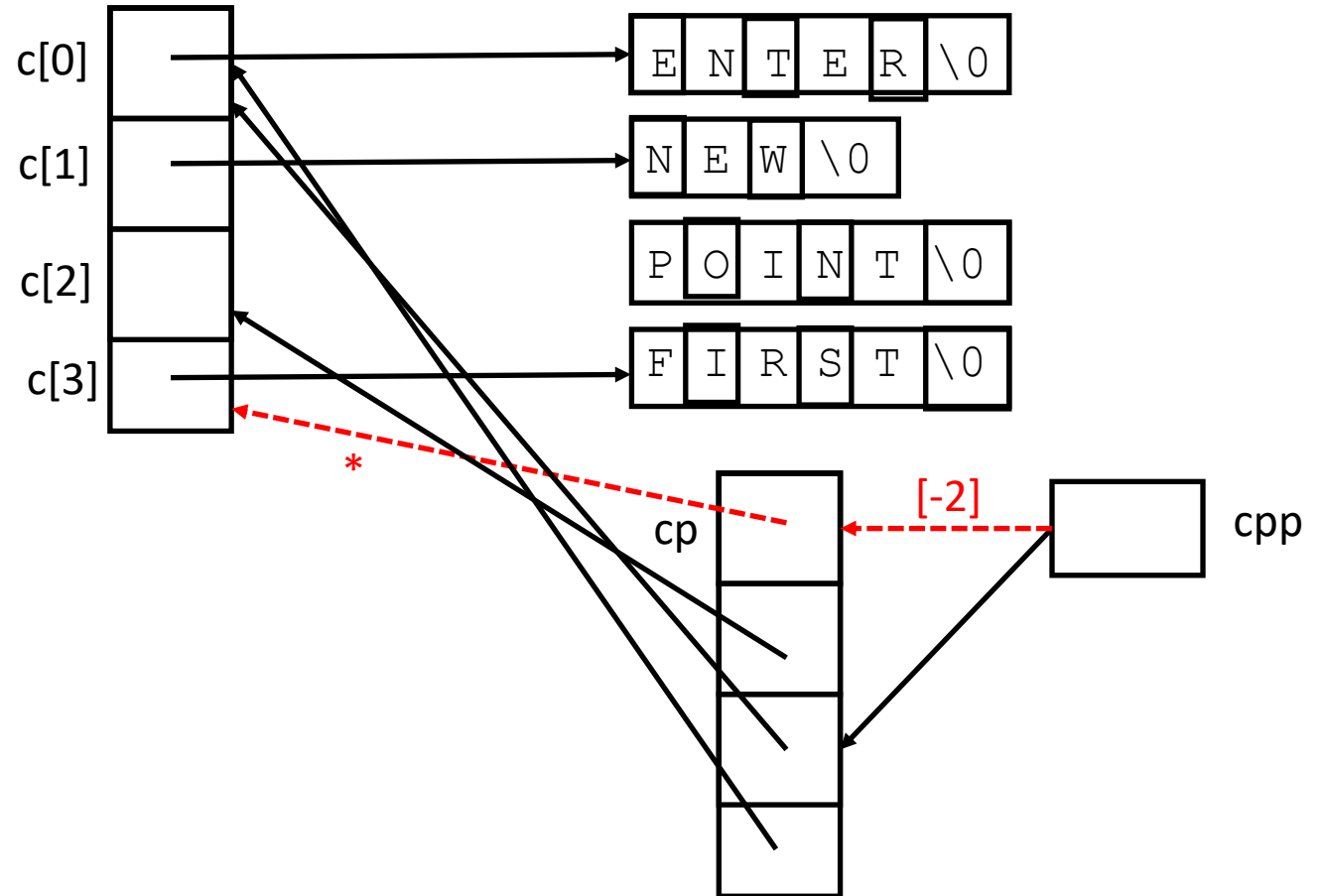
Pointer Stew (cpp[-2])

```
#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);
}
```



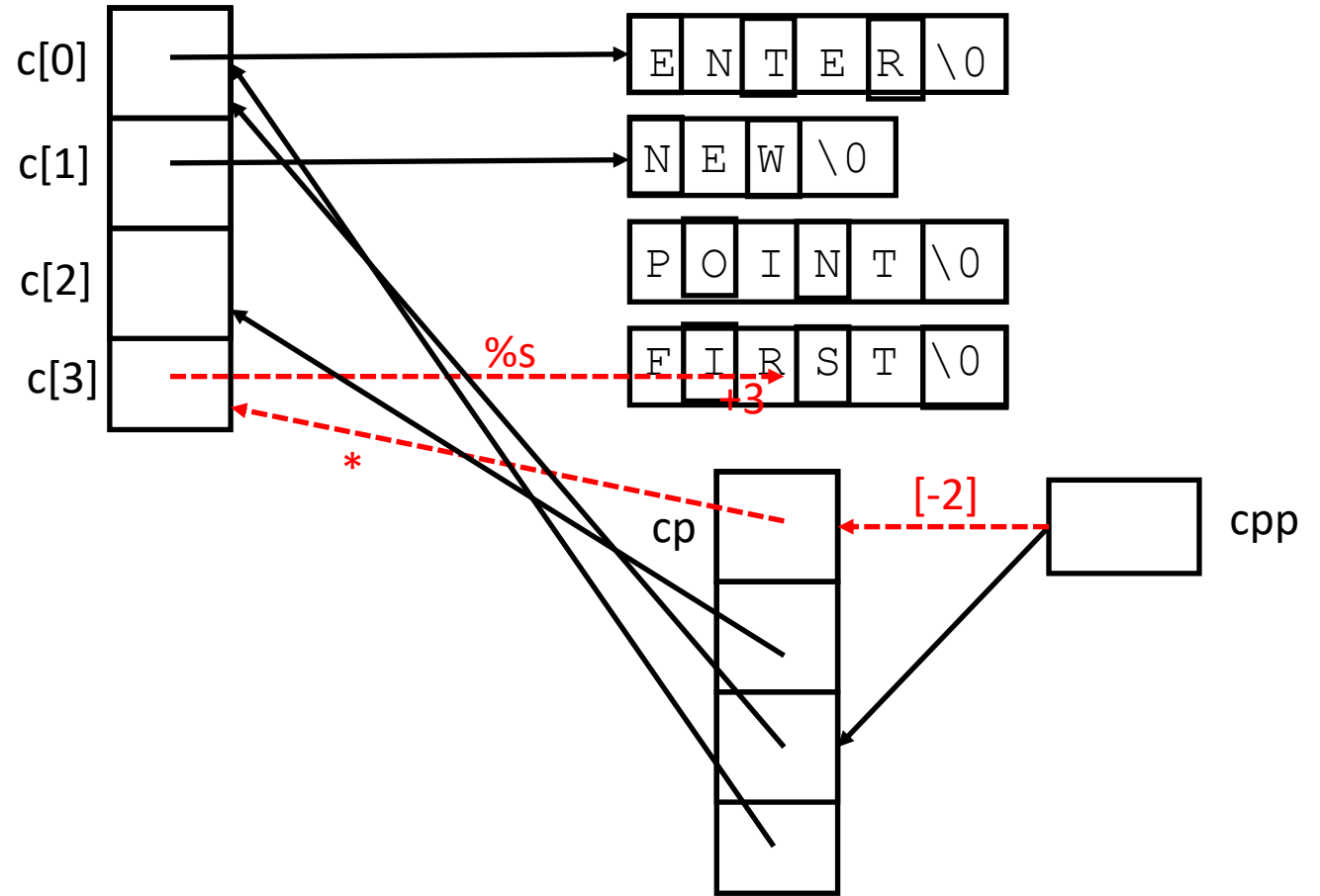
Pointer Stew (*cpp[-2])

```
#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);
}
```



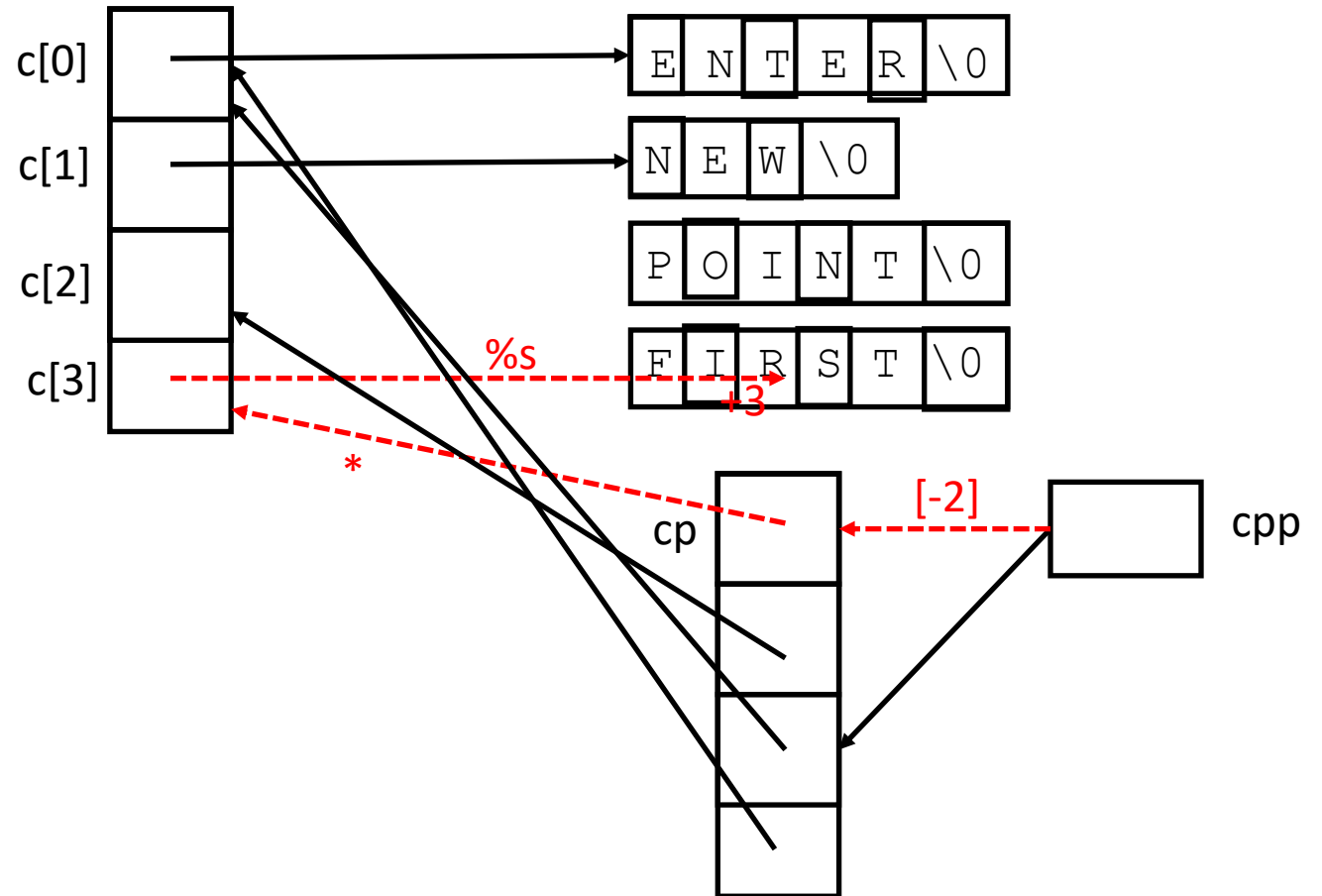
Pointer Stew (*cpp[-2]+3)

```
#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);
}
```



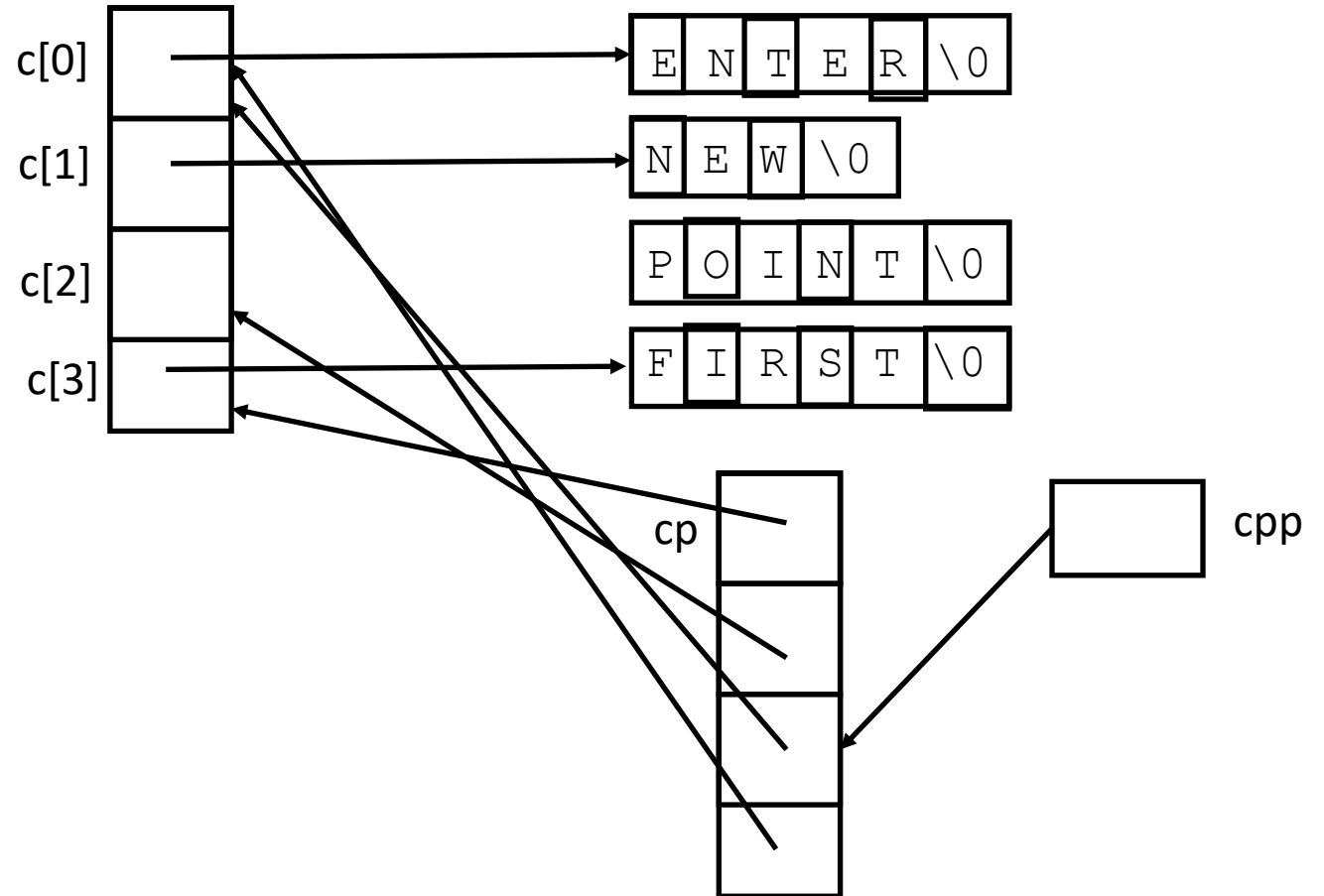
Pointer Stew (End of Third *printf*)

```
#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);
}
```



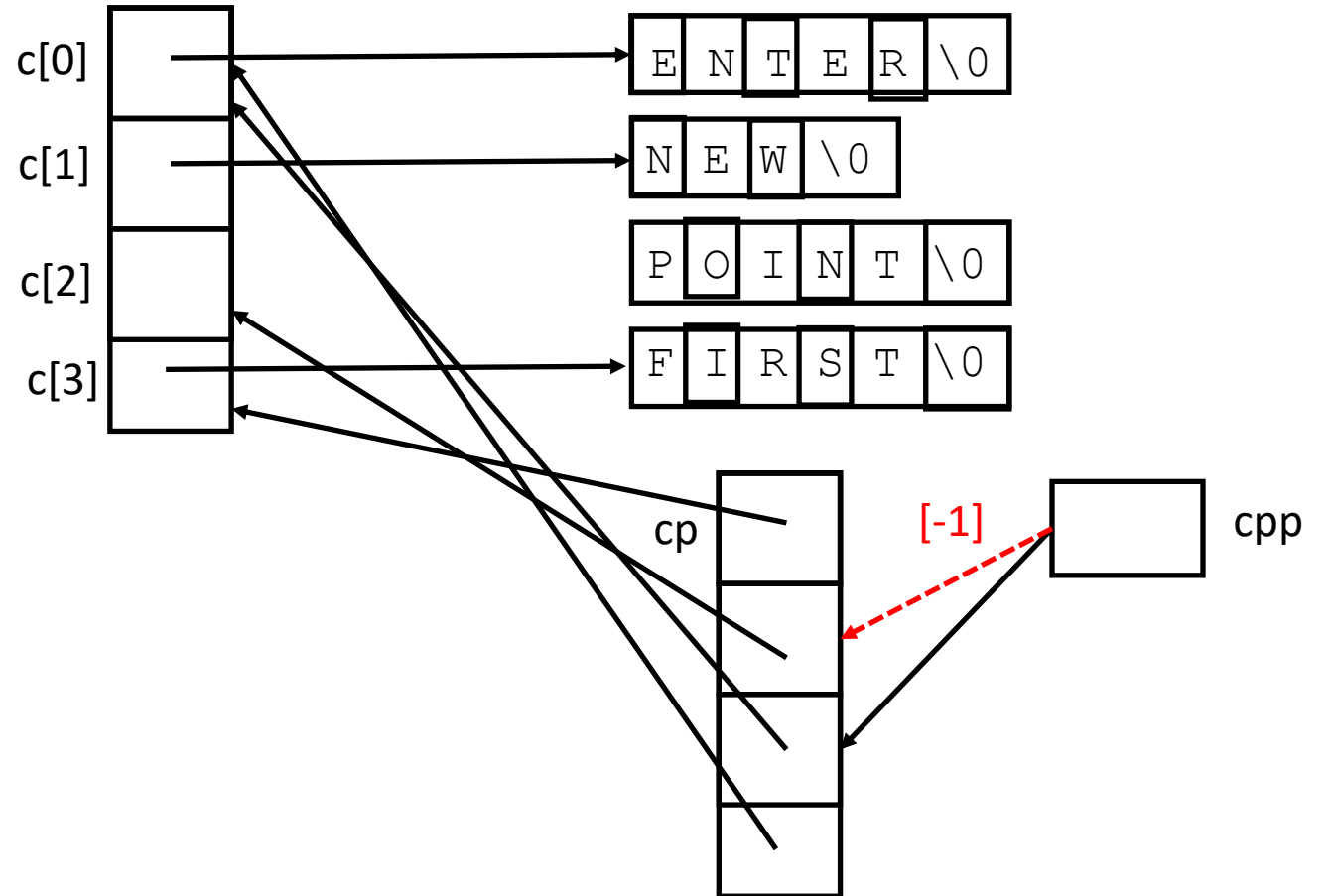
Pointer Stew (Current State of Variables)

```
#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);
}
```



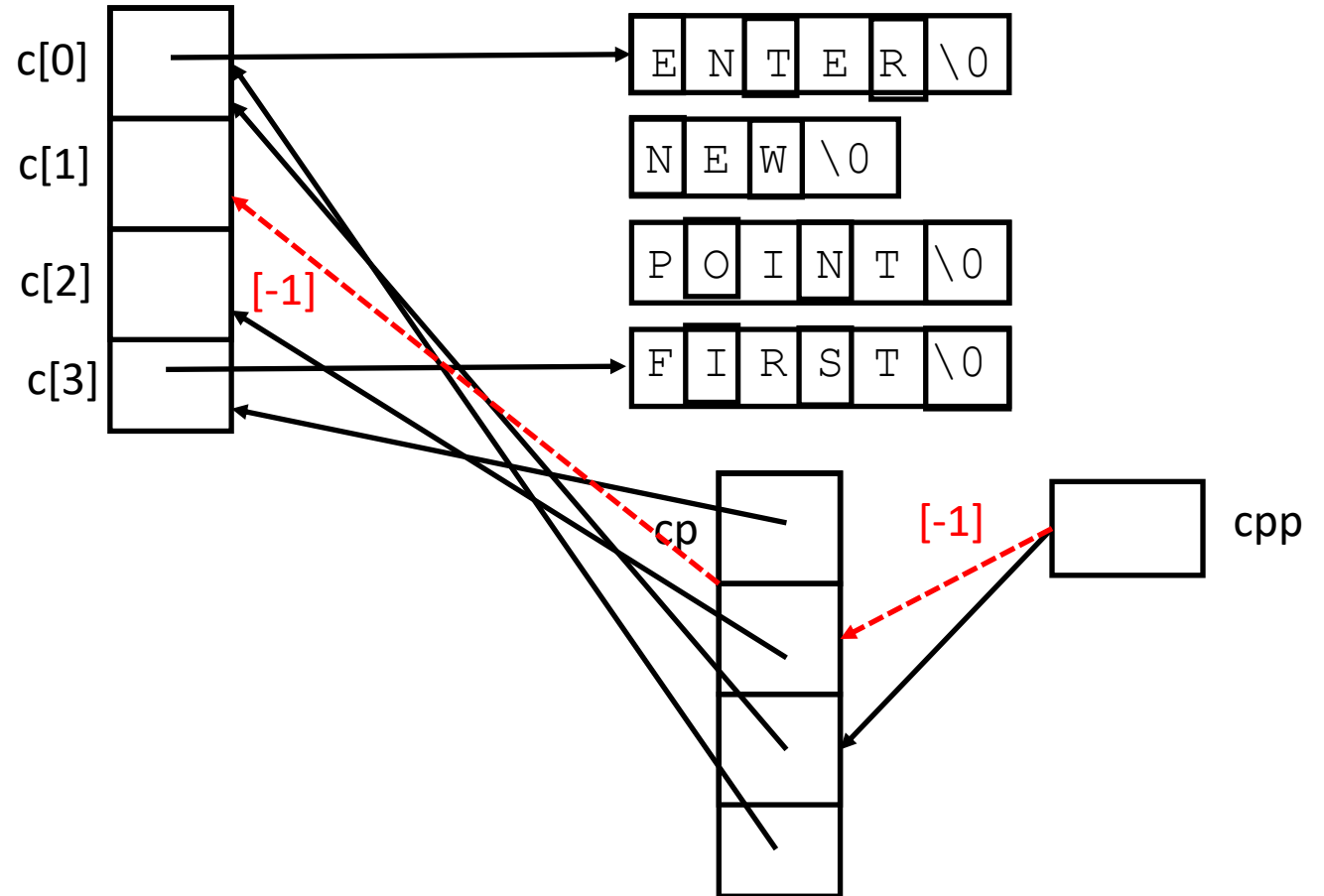
Pointer Stew (cpp[-1])

```
#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 (cpp[-1][-1])

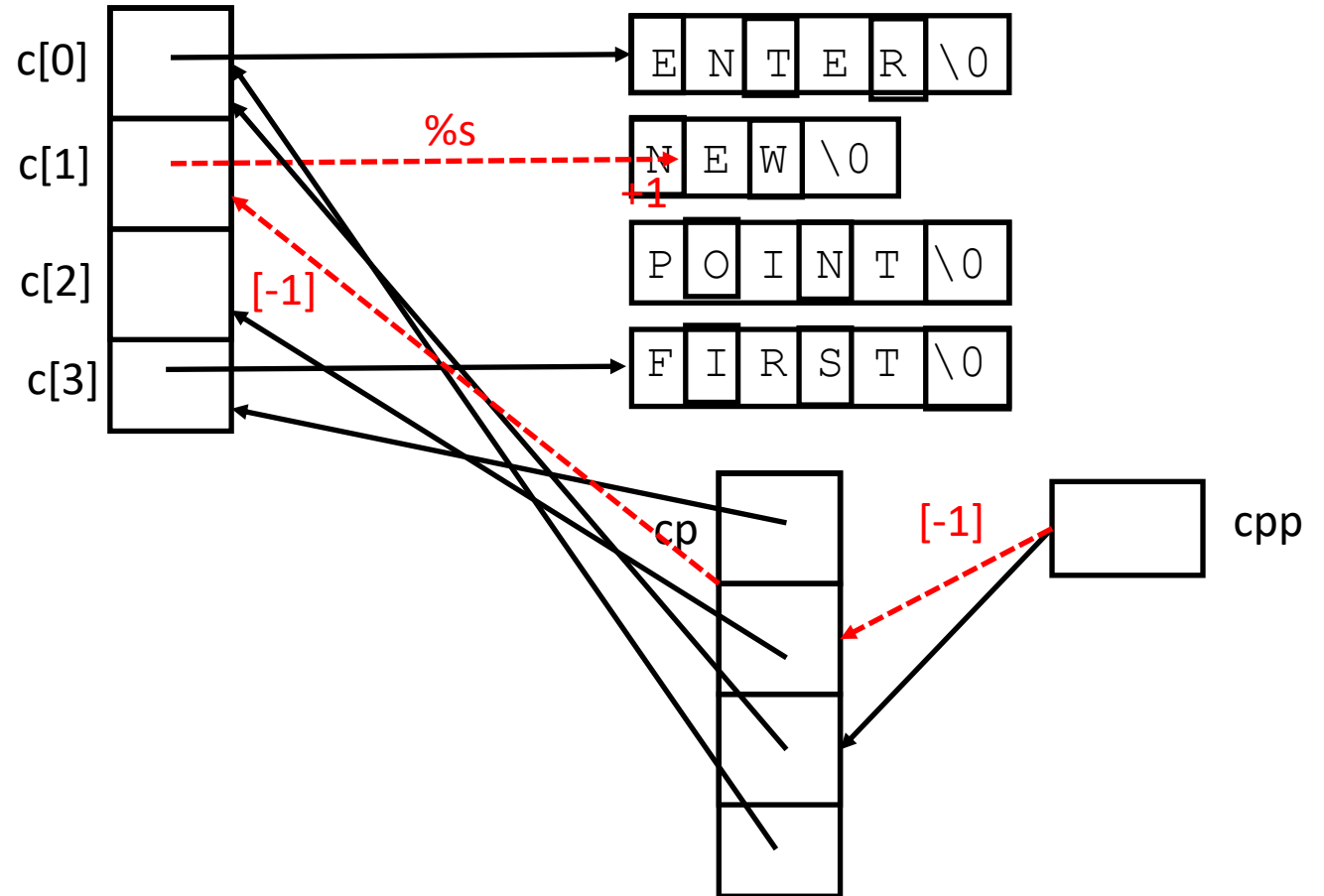
```
#include <stdio.h>
char *c[] = {
    "ENTER",
    "NEW",
    "POINT",
    "FIRST"
};
char **cp[] = { c+3, c+2, c+1, c
};
char ***cpp = cp;
int main(void)
{
    printf("%s", **++cpp );
    printf("%s ", *--*++cpp+3 );
    printf("%s", *cpp[-2]+3 );
    printf("%s\n", cpp[-1][-1]+1 );
    return(0);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



POINTER_STEW↓

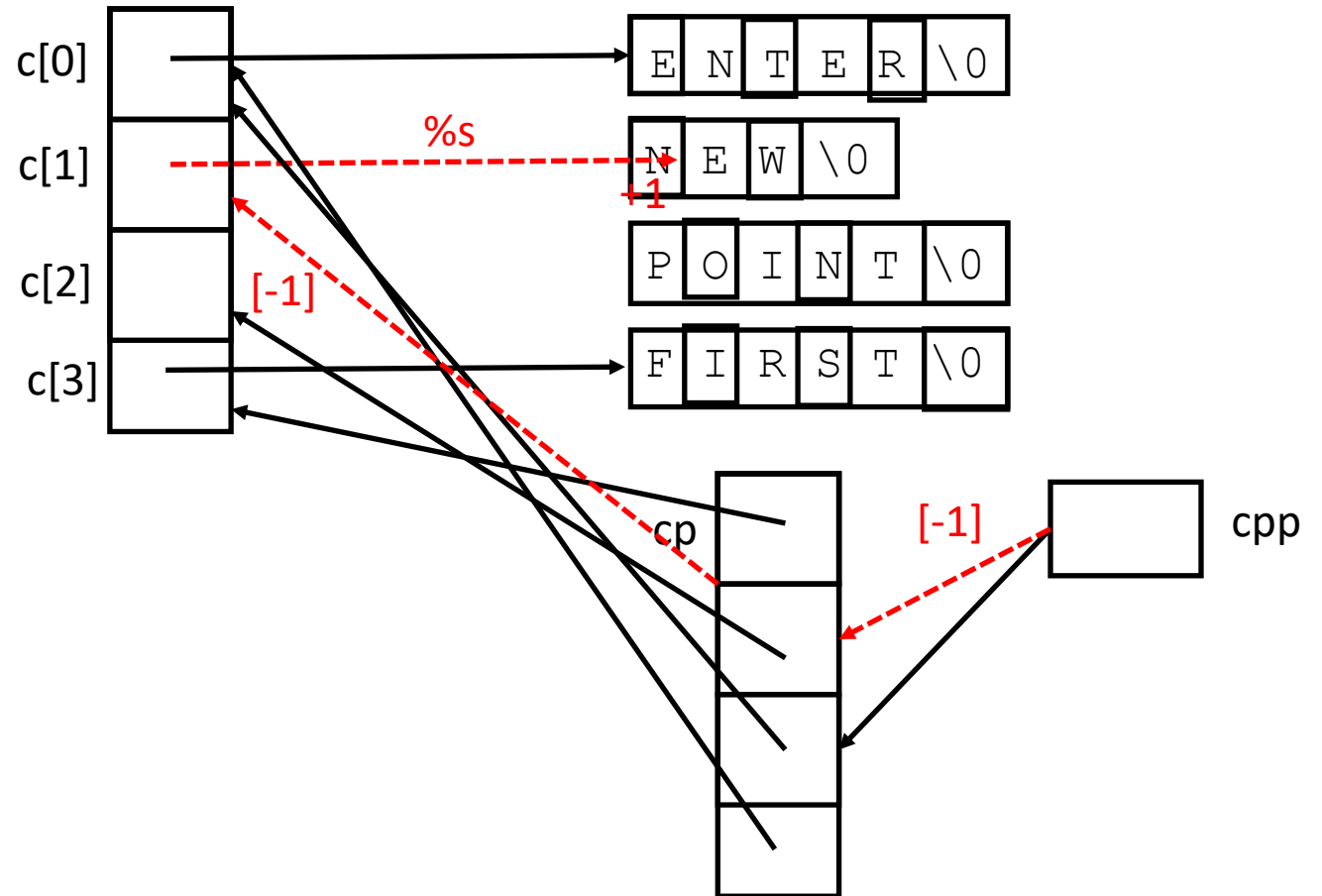
Pointer Stew (`cpp[-1][-1] + 1`)

```
#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 (End of Fourth *printf*)

```
#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↓