

1. Declare one variable of each of the following types:

an integer

a pointer to an integer

an array of characters

2. Explain what the indicated asterisk symbol means to the compiler in each of the following lines:

```
/* foo */
↑
```

```
int a = 3, b, *foo = &a;
           ↑
```

```
b = a * *foo;
      ↑
```

```
b = a * *foo;
      ↑
```

```
int my_string_length( char *s );
                       ↑
```

3. `double x[2];` Give two different ways of initializing `p` such
`x[0] = 2.71828;` that it points to the first element of the
`x[1] = 3.14159;` array named `x`.
`double *p;`

Extra credit: What do you think the following might mean: `int **a;`