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| **EX09-06.cpp:** *Playing Naughty with Pointer Casting* |
| **Line#** | **Code** |
| 12345678910111213141516 | #include <iostream>using namespace std;int main() { int n = 0x12345678; char\* p = (char\*)&n; cout << hex << n << endl; p[2] = 99; \*(p + 2) = 99; p++; \*p = 0; cout << hex << n << endl; return 0;} |