

Assume you have

```
int a[100];  
int *p;
```

```
p = &a;
```

// Write a loop that fills the array a
// with the value 100 (but you cannot use
// the variable a in your code
for (i=0; i<100; i++) { *p=100; p++; }

```
data = a; a[0]
```
