

```

int main(int argc, char * argv[]) {
    typedef char * char_p[2][2];
    char_p a[3][5];
    cout<<a<<endl;
ff380
    cout<<sizeof(a+0)<<endl;
8
    cout<<sizeof(a)<<endl;
    480
    cout<<sizeof(char_p)<<endl;
    32
    cout<<sizeof(*a+1)<<endl;
    8
    cout<<sizeof(*a)<<endl;
    160
    cout<<sizeof(a[0])<<endl;
    160
    cout<<a+0<<endl;
ff380
    cout<<a+1<<endl;
ff420
    cout<<*a+1<<endl;
ff3a0
    cout<<&a+1<<endl;
ff560
    cout<<&a+2<<endl;
ff740
    cout<<*(a+2)+3<<endl;
ff520
    cout<<a[2]+2<<endl;
ff500
    cout<<&a[0]+1<<endl;
ff420
    cout<<a[0][0]<<endl;
ff380
    cout<<a-1<<endl;
ff2e0
    cout<<*a+15<<endl;
ff560
    cout<<*(a+2)+4<<endl;
ff540
    return 0;
}

```