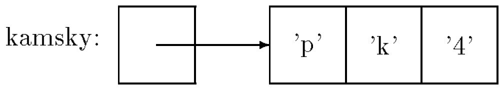
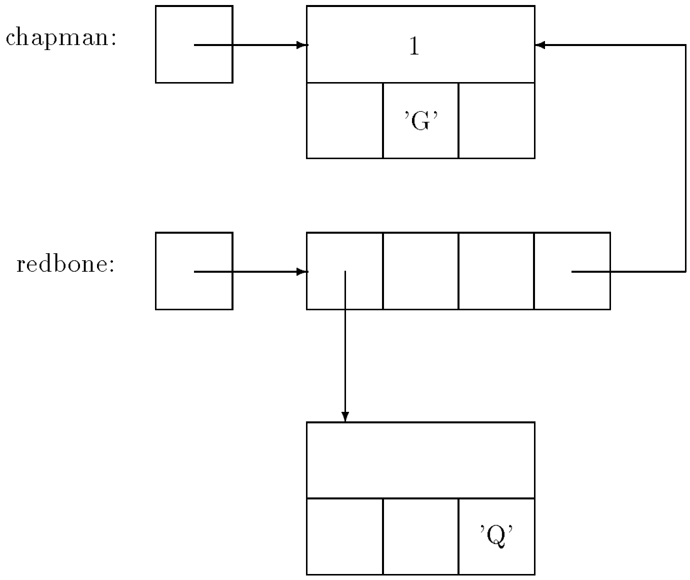
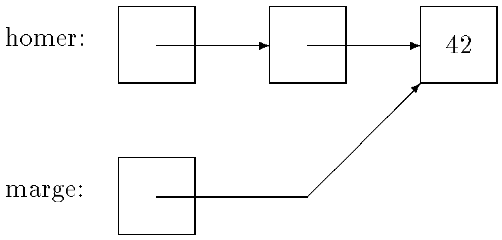
1.



2.



3.



4.

```
typedef int *int_ptr;
typedef int_ptr int_ptr_array[4];

int_ptr_array foo;

foo[0] = malloc(sizeof(int));
*foo[0] = 17;
foo[1] = NULL;
foo[2] = foo[0];
foo[3] = malloc(sizeof(int));
*foo[3] = 42;
```

5.

```
typedef char *char_ptr;
typedef char_ptr char_ptr_array[3];
typedef char_ptr_array *char_ptr_array_ptr;

char_ptr_array_ptr foo;

foo = malloc(sizeof(char_ptr_array));
(*foo)[0] = malloc(sizeof(char));
*(*foo)[0] = 'A';
(*foo)[1] = NULL;
```

6.

```
typedef int *int_ptr;
typedef struct {
  int field1;
  int_ptr field2;
} blatz_struct;
typedef blatz_struct *blatz_struct_ptr;

blatz_struct_ptr blatz;
int_ptr binkle;

binkle = malloc(sizeof(int));
*binkle = 16;
blatz = malloc(sizeof(blatz_struct));
blatz->field1 = 16;
blatz->field2 = binkle;
```

7.

```
typedef int *int_ptr;
typedef int_ptr *int_ptr_ptr;
typedef struct {
  int_ptr_ptr field1;
  int_ptr_ptr field2;
} zot_struct;

zot_struct zot;

zot.field1 = malloc(sizeof(int_ptr));
*zot.field1 = malloc(sizeof(int));
**zot.field1 = 5;
zot.field2 = malloc(sizeof(int_ptr));
*zot.field2 = *zot.field1;
```

8.

```
typedef int int_array[3];
typedef int *int_ptr;
typedef int_ptr ptr_array[3];

ptr_array glumph;
int_array blumph;

glumph[0] = blumph;
glumph[1] = NULL;
glumph[2] = blumph + 2;
blumph[1] = 17;
```