**Day 1**

Int x

&x gets the address of a variable

Int \*ptr creates a pointer variable

&ptr gets the address of a pointer, where the pointer is stored

ptr gets what the pointer is pointing to

printf(“%d”,\*ptr); returns the value that the pointer is pointing to

default value for int ptr is null

if you add one to a pointer it will correspond to the next variable

if the next variable declaration is assigned to something else, it will point to that

Arrays are pointers, you use ptr = arr not ptr = &arr

**Day 2**

Strings are in arrays

Terminated using string sequence \0