

Pointers and Memory

What is a pointer?

A pointer is a variable that stores the hexadecimal address of the variable it is pointing to.

Declaring Pointers

A pointer variable is declared like so:

```
type* ptr;  
type *ptr;
```

Accessing Memory Address

A memory address of a variable is obtained using the reference operator (&). Example: &var .

Dereferencing Pointers

A pointer is dereferenced using the dereference operator (*). Example: *ptr .

Incrementing and Decrementing Pointers

Pointers can be incremented and decremented using the `+` and `-` arithmetic operators.

Accessing Arrays

Arrays can be accessed by using a pointer to the first element and incrementing and decrementing as necessary.

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