

## MODULE PRACTICE

### Declaring Pointers

A pointer variable is declared like so:

```
type* pptr;  
type *pptr;
```

### Accessing Arrays

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

### Incrementing and Decrementing Pointers

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

### What is a pointer?

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

### **Dereferencing Pointers**

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

### **Accessing Memory Address**

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