



p points to integer a by storing a's address. 1 byte is used. (not showing how the address is actually stored here in binary)

Integer a stored in the memory containing the decimal value 5. 4 bytes are used.

(a)

```
int a = 5;
int *p = &a;
```

(b)

Fig. 1(a). Simple illustration of how a pointer points to data in the memory.
(b) Corresponding C code for Fig. 1(a).