



```

int x, y = 25;
x=10;
char c = 'a';
int *px = &x;
char *pc = &c;
*px = 345524;
px = &y; px = 34653465;
int arr[5] = {3,4,5,6,7};

int* p_arr=arr;// &arr[0];
arr[4] = 3;
char str[20] = "adsadfasdfad";
char* p_str = str;

cout << *px;          cout << px;
cout << *pc;          cout << pc;

cout << *p_arr;
cout << *p_str;

cout << p_arr[3];
cout << p_str[8];

p_arr[3] = 38;
p_str[8] = 'z';

cout << *(p_arr+3);
cout << *(p_str+8);

*(p_arr+3) = 38;

```

```
cout << *(p_str+7);

p_str[10] = 0; // '\0'
cout << &p_str[4];
cout << *(p_str+4);
```