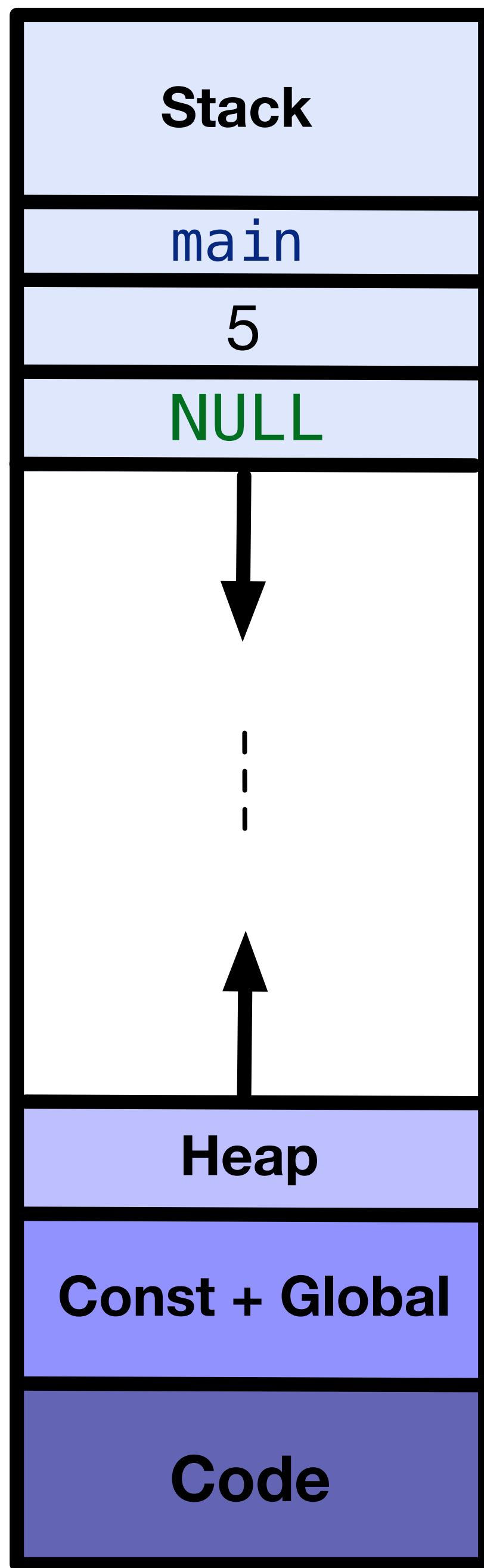


Main memory

x
p



```
#include <iostream>
using namespace std;
```

```
int main(){
    int x = 10;
    int* p = NULL;
    p = &x;
    *p = 5;
```

```
    p = new int;
```

```
    *p = 20;
```

```
    cout << "Value at p: " << *p << endl;
    cout << "Value of x: " << x << endl;
```

```
    delete p;
```

```
    p = NULL;
```

```
    return 0;
```

```
}
```