1. What does the & operator do?

Returns the address of the variable.

2. What does the \* operator do?

Depending on context it either declares a pointer variable or returns the memory contents of a pointer.

3. What does the new and delete keywords do?

Allocates and de-allocates memory on the heap.

4. Why do you think it could be an advantage to store the city as a string pointer (as it is originally in the program), instead of just storing a string variable and each Person having their own independent strings for the city?

With a String pointer you have the ability to create a dynamic array which is scalable if you wanted to set a variable number of cities at run time.

5. Did you have any trouble completing this exercise? What did you get stuck on?

Got a little stuck on understanding how the exercise wanted me to update the parameter declarations and definitions. However I think this was due to fatigue as a good night’s sleep and a cup of coffee later I got it figured out pretty quickly.