

# Introduction to pointers

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## Exercise 1

1. Create a variable **x** of type **double**, and initialize it with 123.456.
2. Create a variable **xPtr** of type **double\*** and make it point to **x**.
3. Display the value of **x** in the console.
4. Write a statement that stores 3.14159 in the variable **x** without using the variable **x** in the statement. You must assign the value to **x** indirectly, by using **xPtr**.
5. Display the value of **x** in the console.

## Exercise 2

Without executing the program, predict what this code would display to screen (draw a drawing)

```
double** p1;
double val;
double* p2 = &val;

p1 = &p2;
**p1 -= *p2;

cout << val << endl;
```

## Exercise 3

Without executing the program, predict what this code would display to screen (draw a drawing)

```
char letter = 'f';
char* p1 = &letter;
char* p2 = p1;

*p2 = 'c';

cout << letter << endl;
```