

Address of a variable

In the previous problem we initialised a variable `x` and we also learned that this variable has an address. To get the address of any variable we use the `&` (address-of operator) before the variable name.

```
int main() {  
    int x = 42; // Declare and initialize an integer variable  
    cout << &x; // Print the address of the variable num  
    return 0;  
}
```

Run the code in the IDE and check the address of the variable