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| **Title** | 12th homework in the C language class by 201923250 |

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| **Author** | 201923250 | **Date** | 5.29.2021 |

**Summarization for chapter Pointers**

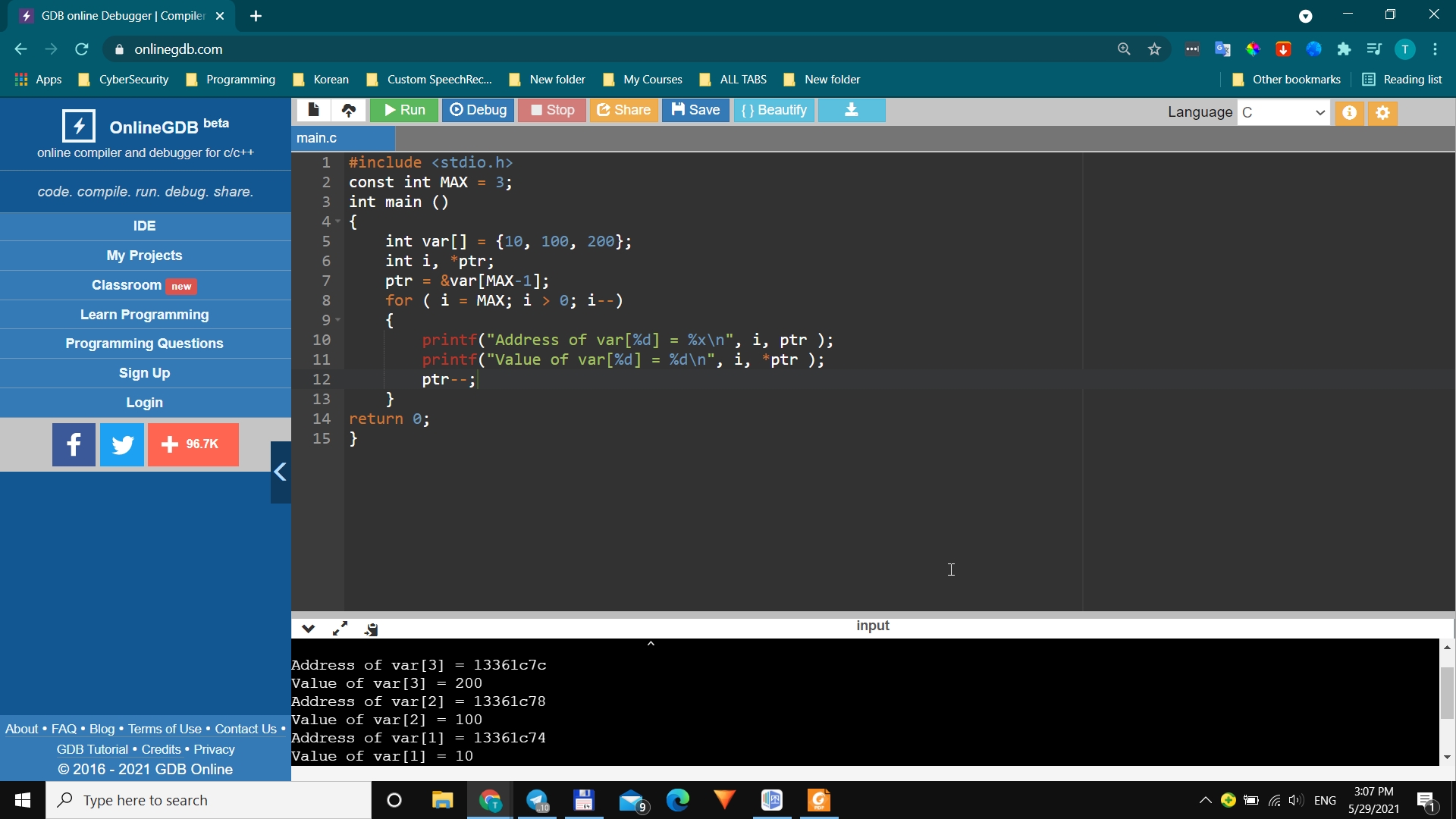
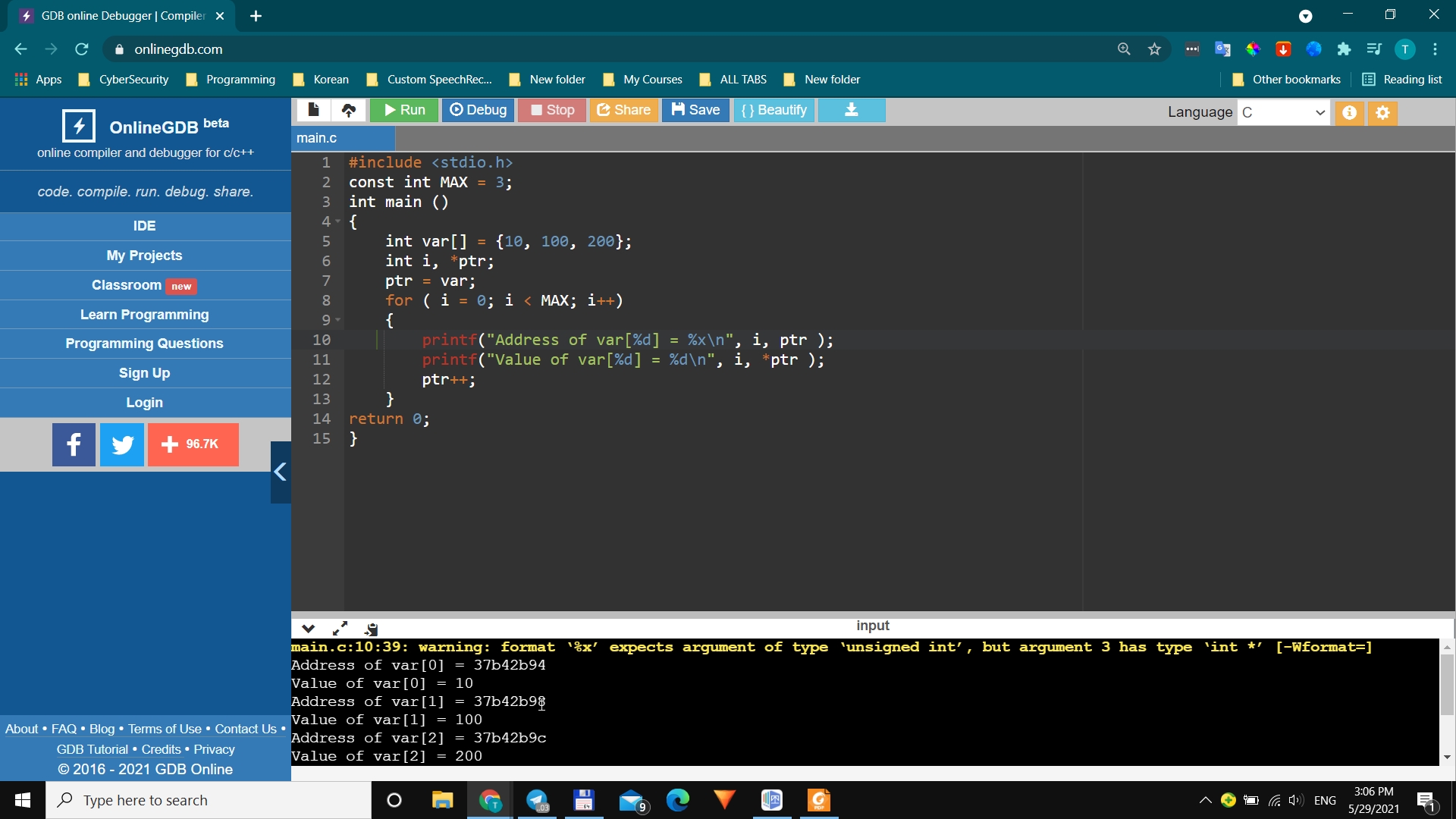
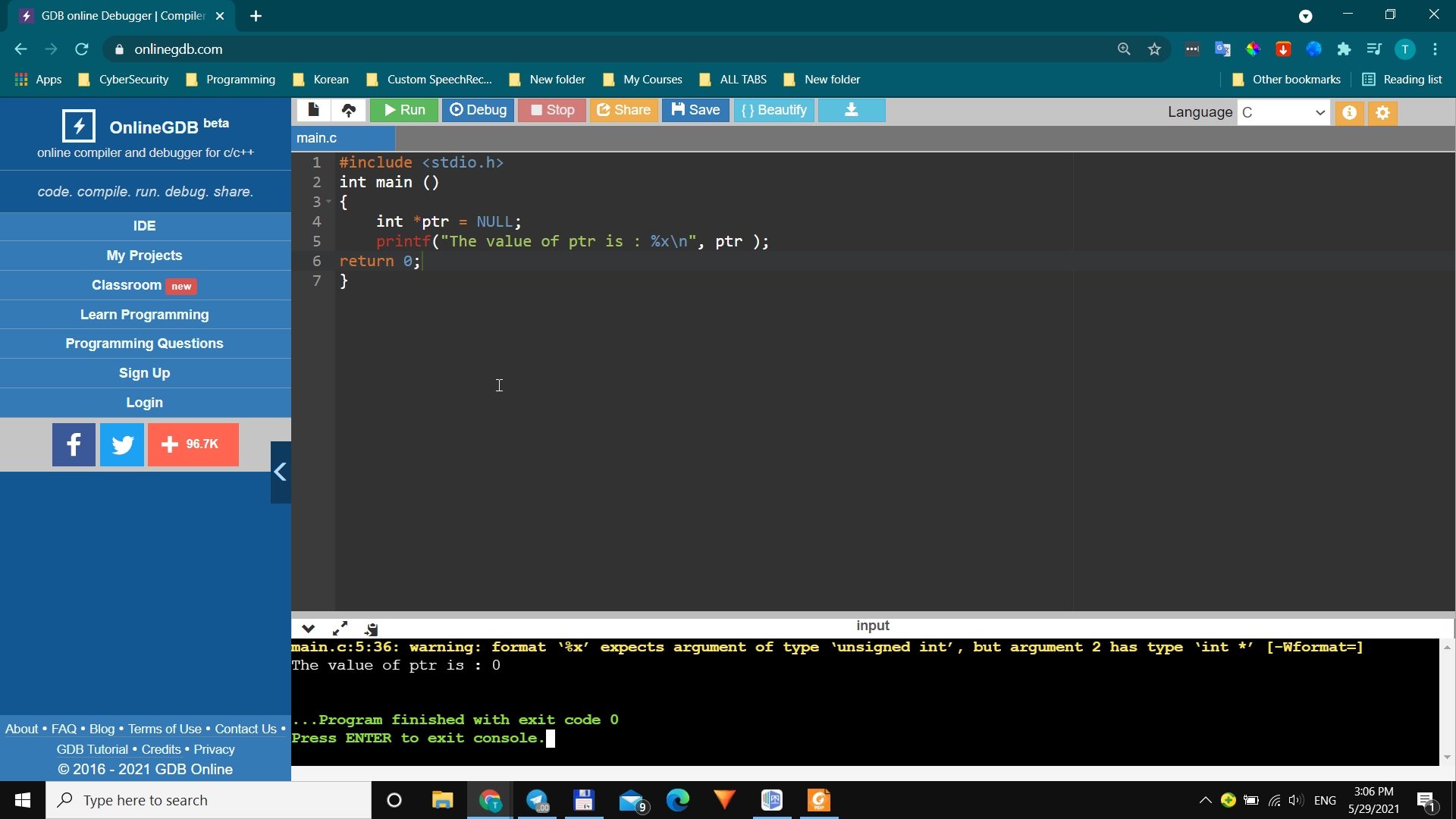
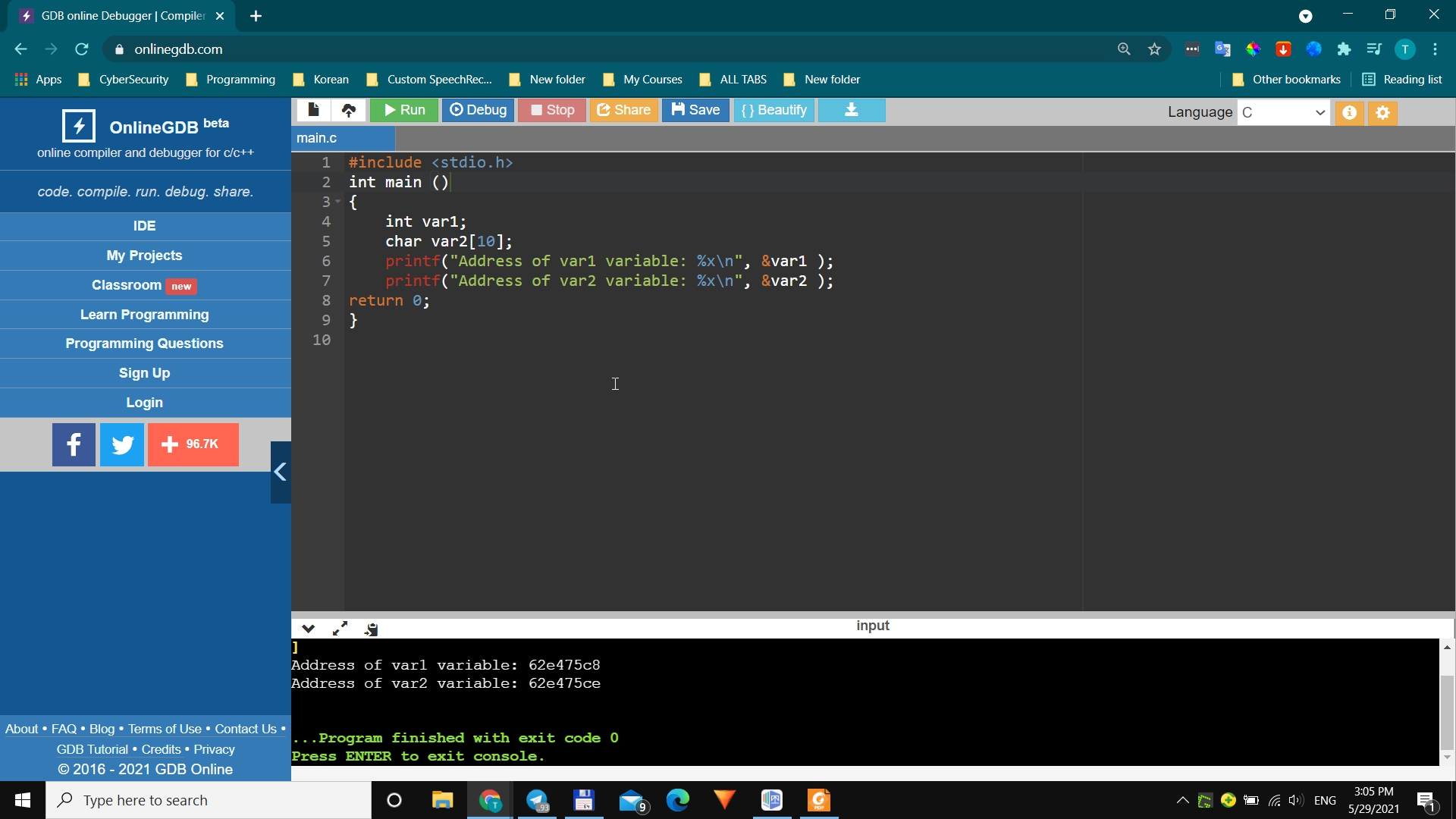
Each variable is a memory location prior to considering the pointer, and each memory location has its address declared, to be accessed using a memory adress indicating the ampersand (&) operator.

A pointer is the value of a variable with a direct memory address, the address of another variable. You have to declare a pointer before you use it for storing any variable address, like any variable or constant.

A pointer is the value of a variable with a direct memory address, the address of another variable. You have to declare a pointer before you use it for storing any variable address, like any variable or constant. The \* you declared a pointer is the same asterisk you used to multiply.

All points, whether integer, float, character, or otherwise, have the same data type as a long hexadecimal number representing a memory location.

**Codes I practiced**

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