33 - CONST in C++

- visibility for classes and structs to ake the code easier and cleaner
- like a promisse that we give that something will not change
- If we keep this promise we cn inprove erformance

```cpp
int* const_pointer_33 = new int;
// const before or after the *
const int* const_pointer_33_2 = new int; // can't change the content of the pointer but i can reassign
int* const const_pointer_33_2 = new int; // can change the content of the pointer but i cant reassign
const int* const const_pointer_33_2 = new int; // can't change the content of the pointer but i cant reassign
```