1. INTRODUCTION TO POINTERS:

A. How we already used pointers

B. How we will use pointers in the future

2. POINTER BASICS

2.1 Declare a pointer

2.2 The "address of" operator

2.3 The "dereference" or "indirection" operator

2.4 Pointer Assignment

2.5 Pointers to Objects

2.6 Arrays of Pointers

2.7 NULL

2.8 Array name without [ ] is a pointer constant

3. DYNAMIC DATA

3.1. Categories of Data

3.2 new

3.3 delete

3.4 Memory Leaks

4. REFERENCE TYPES

LESSON 5: CLASSES AND DYNAMIC DATA