**Operations on Pointers**

**Address of Operator (&):**

& is also known as the Referencing Operator. It is a unary operator. The variable name used along with the Address of operator must be the name of an already defined variable.

Using & operator along with a variable gives the address number of the variable.

Here’s one example to demonstrate the use of the address of the operator.

#include <iostream>

using namespace std;

int main()

{

int a = 10;

cout << "Address of variable a is " << &a << endl;

return 0;

}