

```

18     cout
19     << "Address of &number: \t\t" << &number << '\t' << "Value of number:\t" << number << '\n'
20     << "Address of ptrNumber: \t\t" << &ptrNumber << '\t' << "Value of ptrNumber:\t" << ptrNumber << '\n'
21     << "Address of &ptrToPtrNumber: \t" << &ptrToPtrNumber << '\t' << "Value of ptrToPtrNumber:\t" << ptrToPtrNumber << '\n'
22     << "Address of &(*ptrToPtrNumber): \t" << &(*ptrToPtrNumber) << '\t' << "Value of *ptrToPtrNumber:\t" << *ptrToPtrNumber << '\n'
23     << "Address of: &(**ptrToPtrNumber)\t" << &(**ptrToPtrNumber) << '\t' << "Value of **ptrToPtrNumber:\t" << **ptrToPtrNumber << '\n';
24     return 0;
25 }
26
27 > DynamicMultiArrays

```

main

Run

C:\Work\FBAS_3_22_11_ru\C++\Pointers\cmake-build-debug\Pointers.exe

Value of pointer: 00000000

Address of &number: 00DEFEC0

Value of number: 10

Address of &ptrNumber: 00DEFEB4

Value of ptrNumber: 00DEFEC0

Address of &ptrToPtrNumber: 00DEFEA8

Value of ptrToPtrNumber: 00DEFEB4

Address of &(*ptrToPtrNumber): 00DEFEB4

Value of *ptrToPtrNumber: 00DEFEC0

Address of: &(**ptrToPtrNumber) 00DEFEC0

Value of **ptrToPtrNumber: 10

int number = 10

*int *ptrNumber = &number*

*int **ptrToPtrNumber = &ptrNumber*

Address Stack

Value

| | | |
|----------|----------------|----------|
| 00DEFEC0 | number | 10 |
| 00DEFEB4 | ptrNumber → | 00DEFEC0 |
| 00DEFEA8 | ptrToPtrNumber | 00DEFEB4 |