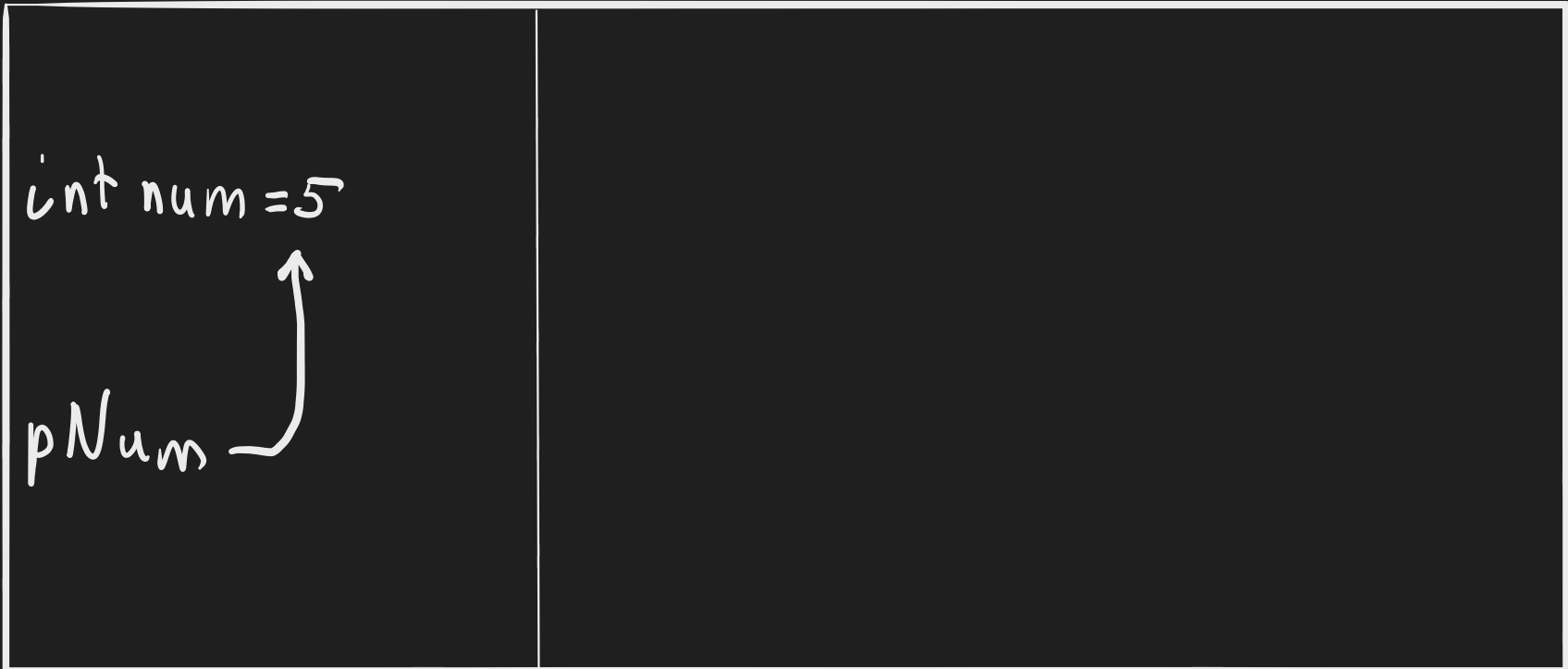
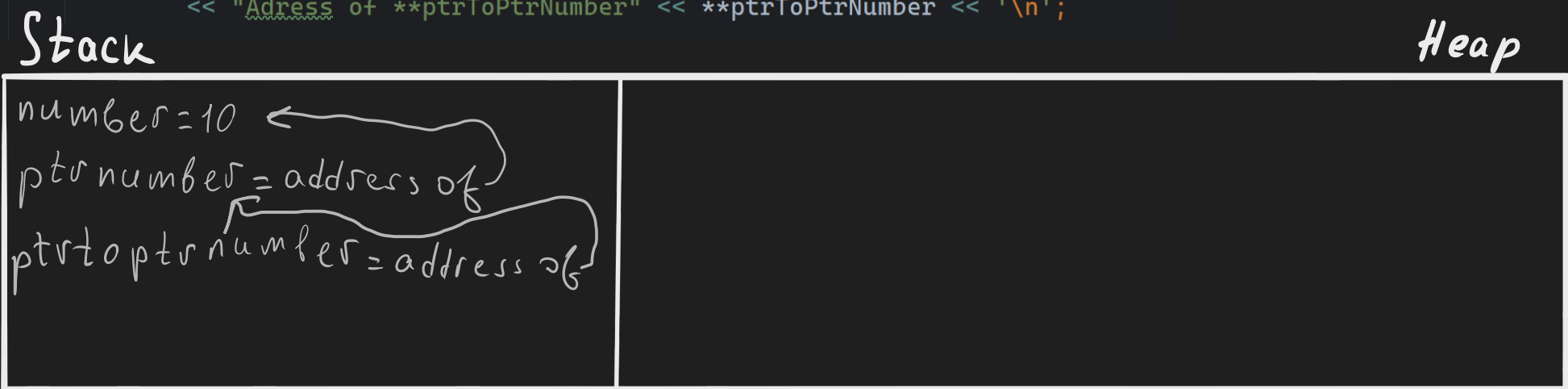


int num=5
int* pNum = #
cout << pNum;
cout << *pNum;
cout << &pNum;



```
int number{10}; // number = 10
int *ptrNumber{}; // 000000
cout << "Value of pointer: " << ptrNumber << endl;
ptrNumber = &number;
int **ptrToPtrNumber = &ptrNumber;
cout << "Address of ptrToPtrNumber" << ptrToPtrNumber << '\n'
<< "Address of *ptrToPtrNumber" << *ptrToPtrNumber << '\n'
<< "Address of **ptrToPtrNumber" << **ptrToPtrNumber << '\n';
```



int number=10
int *ptrNumber = &number (10)
int **ptrToPtrNumber = &ptrNumber

```
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main
Run
C:\Work\FBMS_3_22_8_ru\C++\Pointers\cmake-build-debug\Pointers.exe
Value of pointer: 00000000
Address of &number: 00F3F704
Address of &ptrToPtrNumber: 00F3F6EC
Address of &(*ptrToPtrNumber): 00F3F6F8
Address of: &(**ptrToPtrNumber) 00F3F704
Value of number: 10
Value of ptrToPtrNumber: 00F3F6F8
Value of *ptrToPtrNumber: 00F3F704
Value of **ptrToPtrNumber: 10
Process finished with exit code 0
```

Address	Stack	Value	Heap
00F3F704	number	10	
00F3F6F8	*ptrNumber	00F3F704	
00F3F6EC	**ptrToPtrNumber	00F3F6F8	

```
int **arr = new int*[2]{};
arr[0] = new int[2]{ [0]: 1, [1]: 2};
arr[1] = new int[2]{ [0]: 3, [1]: 4};
```

