Day 61/180 Pointers in C++

● What is a Symbol Table and learn about it.

Symbol Table is an important data structure created and maintained by the compiler in order to keep track of semantics of variables i.e. it stores information about the scope and binding information about names, information about instances of various entities such as variable and function names, classes, objects, etc.

Read here for more :
https://www.geeksforgeeks.org/symbol-table-compiler/

● Second Problem

```cpp
int main()
{
    int num = 10;
    int *p = num;

    // Increment num variable by 5 with the help of Pointer p
    // Don't do num = num+5;
    // Try to change it with the help of *p

}
```

Solution:

```c
int main() {
    int num = 10;
    int *p = &num;   // Assign the address of num to the pointer p

    // Increment num variable by 5 with the help of Pointer p
    *p = *p + 5;

    // Now num has been incremented by 5 through the pointer p

    return 0;
}
```