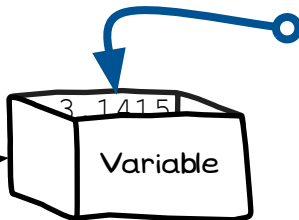
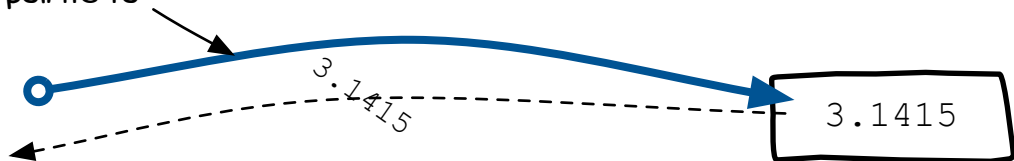


You can get the address
of a value



The value is here

In an expression you can follow
a pointer and read the value it
points to



In an assignment statement
you can follow the pointer (on the
left hand side) and store a value
in the location it points to

