Pointer in C

A **pointer**is a variable that **stores**the **memory address** of another variable.

Pointer always consume 2 bytes in memory

A **pointer variable** **points** to a **data type**(like int) of the same type, and is created with the \* operator if type of pointer is float then that case it point only float type of block

**Address of Operator**

* & operator use to find the address of variable .
* It is an Unary operator
* Operand must be the name of variable.

& is also known as referencing operator. Means & Operator gives address of variable.

**Indirection Operator**

* \* is indirection operator .
* It is an Unary operator
* It takes address as an argument.
* & Operator gives address number of variable.
* & is also known as dereferencing operator. Means \* operator gives the name of variable.





