//pointer math

#include <iostream>

using namespace std;

int main()

{

int carlos[5];

int \*bp0 = &carlos[0];

//next pointer should be further ahead in memory

int \*bp1 = &carlos[1];

int \*bp2 = &carlos[2];

//bp0 is at 0xbfea7040

cout<< "bp0 is at " << bp0 << endl;

//bp1 is at 0xbfea7044 four bytes furhter up in memory

cout<< "bp1 is at " << bp1 << endl;

//bp2 is at 0xbfea7048 four bytes furhter up in memory

cout<< "bp2 is at " << bp2 << endl;

bp0 += 2;

// this moves bp0 to Oxbfea7048 where bp2 is "it does "not" move two bytes "

cout<< "bp0 is now at " << bp0 << endl;

return 0;

}