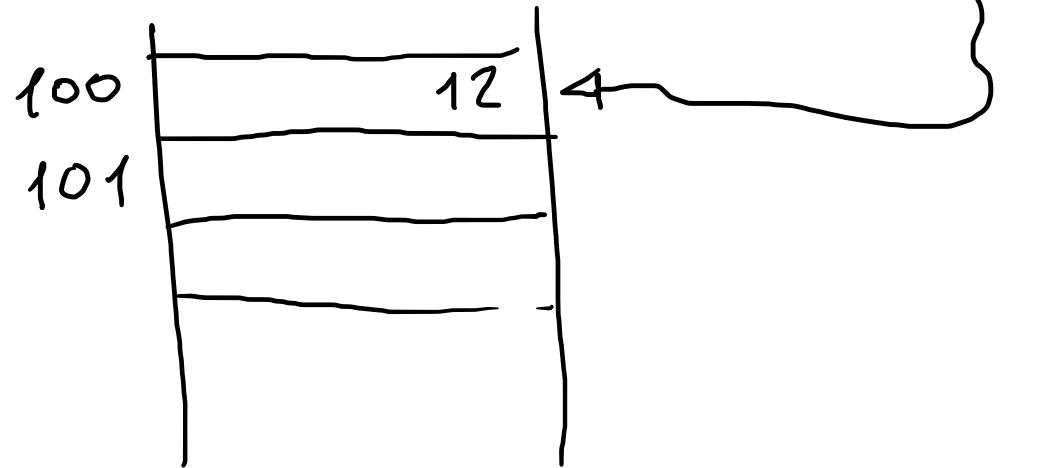


puntatori



tipo * nome;

$P_1 = \underline{\&count};$

* P_1

int count;

int * P_1 ;