**Pointer(variable):** Variable whose constant is a memory address.

-use \* to declare a pointer:

Datatype \*identifier;

Eg: int \*ptr; //ptr is a pointer to an int

double \*d; //ptr to a double

double \*e,f; //e is a pointer and f is a doub

* use & to return the address of an operand

Eg:- int data;

int \*ptr;

data=47;

ptr=&data; //ptr is equal to address of data

* Use \* as the dereferencing operator

- refer to the object to which the operand points

Cout<<data<<endl; O/p:-47

Cout<<ptr<<endl; O/P:-1000

Cout<<\*ptr<<endl;O/P:-47 //derefernce

\*ptr=86;

\*ptr=86;

Cout<<data<<endl; O/P;-86

|  |
| --- |
|  |
| 47(Data)(address 1000 ) |
|  |
| 1400(accessed by \*ptr) |