The double asterisk **\*\***define what is known as a ***Pointer to Pointer.***

This is a simple concept, a pointer is an independent entity. It can point to anything i.e it can point to a variable or it can point to a pointer which in-turn points to something else.

This concept is not limited to only a “POINTER TO POINTER”.  
You can have a chain of pointers.   
In the following case ” ***x ”***is a variable having value 23, ***“ y ”***contains the address of ” ***x ”***, and ***“ z ”*** contains the address of ***“ y “.***

1. **int** x = 23;
2. **int** \*y;
3. **int** \*\*z;
4. y = &x;
5. z = &y;
7. std::cout<<x<<endl; //23
8. std::cout<<\*y<<endl; //23
9. std::cout<<\*\*z<<endl; //23

The **\***(asterisk) is called a de-referencing operator to access the value the pointer points to.