```
int* myArray = (int*) malloc (5 * sizeof(int));
                       returns (void*/) a pointer pointing to the first
                                     byte in the array
 typecasts a (void*) to
                               number of
                                                 number of bytes
 (int*) to point to the first elements in the
                                                used to store an int
element (not byte) in an array
                                  array
```

Point to the first element in the array