**Lecture 2-8**

**Pointers**

* Variable whose content is a memory address
* We have used this with reference parameters and whenever we used arrays for parameters
* Use \* to declare a pointer:
  + Datatype \*identifyer;
* Ex:

Int \*ptr; //ptr is a pointer to an int

Double \*d; //d is a pointer to a double

Double \*e,f; //e is a pointer an f is a double

* Use & sign to return the address of an operand
* Ex:

Int data;

Int \*ptr;

Data = 47;

Ptr = &data;

* Use the \* as a dereferencing operator
* Refers to the object to which the operand points

Cout << data << endl;

Cout << pointer << endl;

Cout << \*ptr << endl; //example of dereferencing

\*ptr = 86; //the 47 will change to 86

Cout << data << endl;

**OUTPUT: 47**

**1000**

**47**

**86**