

Pointers

Initialising:

```
int num = 5;  
int *pointer_name = &num;
```

How do we use it?

```
pointer_name; = gives an address  
               = &num
```

Dereferencing:

```
*pointer_name; = gives the value inside  
                the address  
                = 5
```

Using pointers in functions

```
void change_value(int *num_1, int *num_2) {  
    *num_1 = 12;  
    *num_2 = 14;  
    return;  
}
```

```
int num_3 = 15;  
scanf("%d", &num_3);
```