

## 1. pointers

```
int *ptr;
```

```
int num;
```

```
ptr = &num;
```

```
*ptr = 5;
```

```
ptr = new int;
```

## 2. Dynamic array

```
int* dynaArray;
```

```
typedef int* intPtr_t;
```

```
dynaArray = new int[100]
```

```
cin >> dynaArraySize
```

```
delete[] dynaArray;
```

