Arrays & Pointers

Arrays: "dumb" version of the vector.
- no functions (no push_back, size, etc...)

Very primitive container.

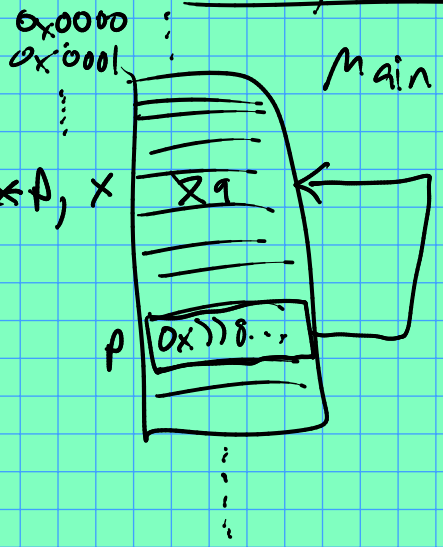
Behind the scenes — just a contiguous block of memory. The only thing actually stored is the location of the start of the block.

Why use this ever if we have vectors?
Generally, you shouldn't! Vector might not always be an option:
- Compiled binary must be tiny (embedded systems...)
- You're using C & not C++.

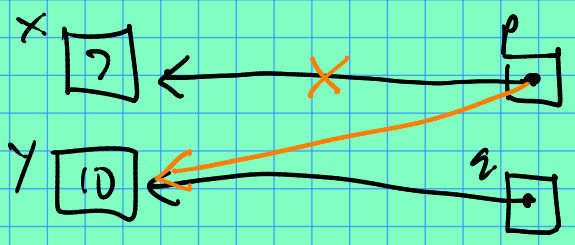
Pointers

Variables that hold memory addresses.

```
int *p;
int x = 7;
p = &x;
*p = 9;
```



```
int x = 7;
int y = 10;
int* p = &x;
int* q = &y;
```



p = q;