***Pointer***

* Pointer is a variable that stores the address of another variable .
* Pointer is used to allocate memory at run time i.e. dynamically.

**Symbols used in Pointer :**

* & : (‘Address of operator’)Determines the address of a variable.
* \* : (indirection operator / value at address) Accesses the value at the address.

**Syntax :**

Datatype \*variable\_name;

**Example :**

#include<iostream>

using namespace std;

int main()

{  
 int a =320;

Int \*b;

b= &a;

cout<<“Value of a variable is :”;

cout<<a<<endl;

cout<<“Address stored in b variable is : ”;

cout<<b<<endl;

cout<<“Value of \*b variable is :”;

cout<<\*b<<endl;

return 0;

}

**Output:**

Value of a variable is :320

Address stored in b variable is :0x68fee8

Value of \*b variable is :320

**Note:**

* Pointer variable value should be integer (address)