* **T\*:** It is read as ‘pointer to T’. A variable of type T\* can hold the address of an object of type T.

A black rectangle with a black line

Description automatically generated

* **Dereferencing**: The fundamental operation on a pointer. Refers to the object pointed to by a pointer. Also called **indirection.**

A close-up of a message

Description automatically generated

* To store smaller values more compactly, one can use bitwise logical operations, bit-fields in structures, or a bitset.
* \* as a prefix is a dereferencing operator.
* \* as a suffix means ‘pointer to’ a type name.

A blue text on a white background

Description automatically generated