Lecture #3

pointers

Pointers

- every variable has an address
    - you can think of a computer's memory like a street with a bunch of vacant lots
    - when you define a variable in your program, the computer finds an unused address in memory and reserves it for your variable
    - amount of space reserved depends on variable type
    - the address is defined to be **the lowest adress in memory where the variable is stored**

```
// Class Challenge

void swap(int* a, int* b) {
  int temp = *a;
  *a = *b;
  *b = temp;
}
```