* (some address/pointer/reference value) means access memory, read or write, at the given address

start This operation is called dereference.

in ddd, print *adam prints the four fields of data from memory beginning at the address that is adam's value.

This denotes a type, like int denotes a type.

```
struct Dem { int page; person *father; } V;
```

sets up a variable named V, a piece of memory, structured into two fields, one for an int and the other for an address/pointer.

```
V.age = 39;
```

stores 39 into the age field of V.

```
V.father = makeperson("Adam",NULL,NULL,NULL);
```

dot stores the address of a newly allocated and initialized piece of memory structured as a person into the father field of V.

The . (dot) operation is called field selection.

```
( *((*(V.father)).mother) ).name
```

accesses the name field of the person pointed by mother, where mother is a field in another person, whose address was stored in V.father

```
V.father->mother->name
```

is another, better way to write this in the C language.

point to

address — field name in the struct. pointed to