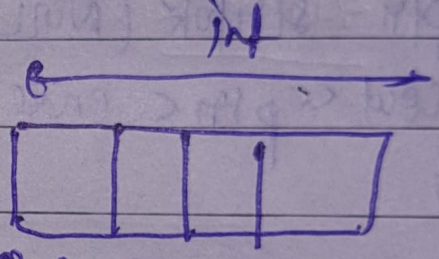
of vector<string> result. push_back(pp);

Pointers

* Address of operator '&'




```
int x = 10;
cout << &x << endl;
```

↓

Get display address in hexadecimal form.

Base 16
0x-ffde68
0, 1, 2, 3 ... 9, A, B, ... F.

exception it doesn't work for character variables

```
char ch = 'A';
cout << &ch << endl; → it will print 'A'.
```

* it happen because of operator overloading
because of << this operator.

So to get address we can do

```
cout << (void *) &ch << endl;
```

{ explicit typecasting from char* to void*

* Pointers : variable that stores address of another variable

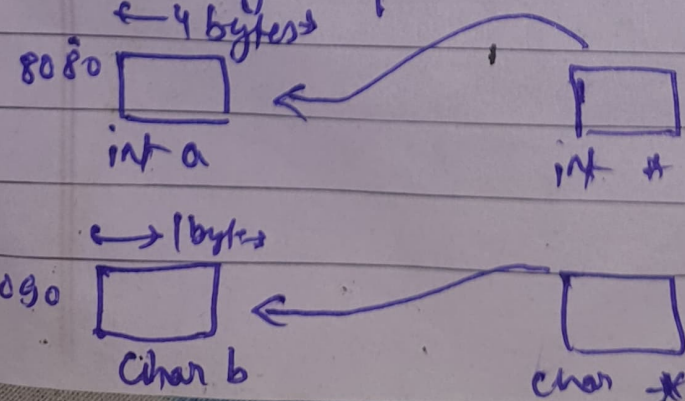
Data type * variable_name

⇒ // Declaration

(1) way `int *y = &x;` { declaration + initialization

(2nd) way
```
int *y;
y = &x;
```
{ declare, assignment

⇒ size of a pointer variable



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⇒ Dereference operator

& Bucket → Address
* Address → Bucket

// to store address of a pointer variable