

← that memory cell has
3 names now! x, y, *p

&x == 5

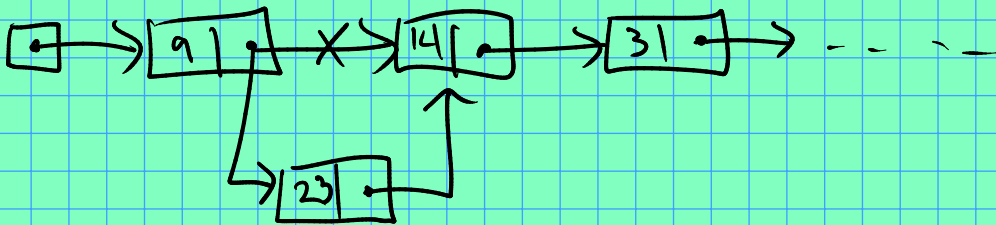
int &y = x; // aliasing

int *p = &x;

&p == 2

int **q = &p;

(int *)*



int x, y;
int *p = &x;
int *q = &y;

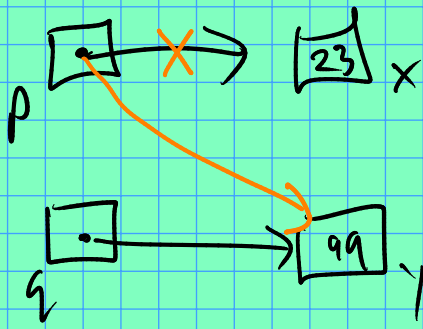
int *p, q; // q an int!
int *p, *q; // now q is
a pointer.

data type
of p is int*

(int *) p;

data type
of *p
is int

int (*p);



$p = q$

"make p point to
same place as q "