* In C, there is a *variable type* for storing an address: a *pointer*
* Contents of a pointer is an unsigned (0+, positive numbers) memory address
* When the Rside of a variable contains a memory address, (it evaluates to an address) the variable is called a pointer variable
* A pointer is defined by placing a *star (*or *asterisk)* (\*) *before* the identifier (name)
* Be careful when defining multiple pointers on the same line:

int \* p1, p2; vs int \*p1, \*p2;

* Pointers are typed! Why?

The compiler needs the size (sizeof()) of the data you are pointing at   
(number of bytes to access)

* The \* is part of the definition of p and is not part of the variable name
  + The name of the variable is simply p, not \*p
* Pointer variables all use the same amount of memory no matter what they point at

**& operator**

* Unary ***address operator*** (&) produces the **address** of where an identifier is in memory
* *Tip*: printf() format specifier to display an address/pointer (in hex) is "%p"
* Requirement: identifier must have a Lvalue
* Cannot be used with constants (e.g., 12) or expressions (e.g., x + y)

**The *indirection operator* (\*)**

* Also called the *dereference operator to a variable* is the inverse of the *address operator* (&)
* address operator (&) can be thought of as:

*“get the address of this box”*

* **indirection operator (\*)** can be thought of as:

*“follow the arrow to the next box and get its contents”*

A screen shot of a number

Description automatically generated

int i = 0x1234babe;

int \*p;

p = &i;

p = NULL;

int j = 0xbeefface;

p = &j;

i = 1 + \*p;

j = \*(&p);

\*p = i + j;