Pointers Revisited

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```
int *p;
cout << p << * p;
```

```
int *p = new int;
cout << p << * p;
```

```
int *p = new int;
p = 100;
cout << p << * p;
```

```
int *p = new int;
*p = 100;
cout << p << * p;
```

```
int *p = new int; int * p2;
*p = 100;
*p2 = *p;
cout << *p << *p2;
```

```
int *p = new int; int * p2 = new int ;
*p = 100;
*p2 = *p;
cout << *p << *p2;
```

```
int *p = new int; int * p2 = new int ;
*p = 100;
p2 = p;
cout << *p << *p2;
```

```
int *p = new int;
int* p2 = new int ;
int* p3 = new int
*p = 100;
p2 = p; *p3 = *p2;
cout << *p << *p2<<*p3;
```

```
int *p = new int;
int* p2 = new int ;
int* p3 = new int
*p = 100;
p2 = p; *p3 = *p2;
*p =4;
cout << *p << *p2<<*p3;
```

```
int *p = new int;
int* p2 = new int ;
int* p3 = new int
*p = 100;
p2 = p; *p3 = *p2;
*p =4;
cout << *p << *p2<<*p3;
```

```
C *p = new C();
C* p2 = new C() ;
C* p3 = new C();
p->x = 100;
p2 = p; p3->x= p2->x;
p->x =4;
…p->x << p2->x<<p3->x;
```

```
C p = new C();
C p2 = new C() ;
C p3 = new C();
p.x = 100;
p2 = p; p3 .x= p2.x;
p.x =4;
…p.x << p2.x<<p3.x…;
```

```
C *p = new C();
C* p2 = new C() ;
C* p3 = new C();
p->x = 100;
p2 = p; p3->x= p2->x;
p->x =4;
…p->x << p2->x<<p3->x;
```