1. The **ampersand - &** operator can be used to determine a variable’s address.
2. The **indirection\*** operator can be used to work with the variable a pointer points to.
3. Creating variables while a program is running is called **dynamic memory allocation** .
4. If the new operator cannot allocate the amount of memory requested, it throws **zero/Null** .
5. When a program is finished with a chunk of dynamically allocated memory, it should free it with the **delete** operator.
6. What does the indirection operator do? **It’s used to get the address of a variable**
7. Name two different uses for the C++ operator\* **It’s used to access a value in a address and for**

**multiplication**

1. Assuming the ptr is a pointer to an int, what happens when you add 4 to it?

**It add 4 to the address of ptr**

1. What is the purpose of the new operator? **Create dymanic memory**
2. Under what circumstances can you successfully return a pointer from a function?

**When the variable pointed to is NOT local to the function**

1. What is the difference between a pointer to a constant and a constant pointer?

**With a pointer to a constant, the variable pointed to cannot be changed**

1. Show C++ code for defining a variable ptr that is a constant pointer to int.

**<type of pointer>\* const<name of pointer>**

Review Question: Pg. 1016

1. The **try** block should enclose code that directly or indirectly might cause an exception to be thrown.