

## extra-puzzle1.cpp

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     int *p;
6     int x;
7
8     p = &x;
9     x = 6;
10
11     cout << x << endl;
12     cout << p << endl;
13
14     return 0;
15 }
```