

## Logical Explanation of the Code

### Introduction:

This C++ program demonstrates how pointers modify a variable's value.

### Explanation:

#### 1. Initialization:

- `int val = 12;` → Declares an integer `val`.
- `int *ptr = &val;` → Pointer `ptr` stores `val`'s address.

#### 2. Modification:

- `cout` prints `val` and `*ptr` (both 12).
- `*ptr = 20;` updates `val`.
- `cout` prints updated values (20).

### Output:

```
Value of the integer: 12
Value of the pointer: 12
After modifying the value through the pointer: *ptr = 20
Integer: 20
Pointer: 20
```

### Conclusion:

Pointers allow indirect modification of a variable.

### Code:

```
#include <iostream>

using namespace std;

int main()
{
    int val = 12;
    int *ptr = &val;
```

```
cout << "Value of the integer: " << val  
    << "\nValue of the pointer: " << *ptr  
    << "\nAfter modifying the value through the pointer: *ptr = 20\n";
```

```
*ptr = 20;
```

```
cout << "Integer: " << val;  
cout << "\nPointer: " << *ptr;
```

```
return 0;
```

```
}
```