char d='a';

1000000

d

a

2000000

Pointers-> It is kind of special variable which hold the address another variable.

kisi bhi variable ke name ke aage agar aapko * sign mile to vo variable pointer variable hai

int x;

x

761535123765

int a=10;

int *p=a;

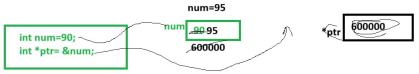
pointer ko read karne ka tarika

int *p; //mera pointer p ek int type point kar rha hai
float *f;// float type kee value ko point kar rha hai
char *character;// char value ko point kar rha hai

int age=23;
int *pAge=age;// pAge name ka pointer integer type ko age ko point kar rha hai

If you wanna to print or access the address of any variable that time we use this symbol -> &

int x=10;
cout<<x;//10
cout<<&x;/89764424362(address)



int *ptr=num// will see what will happen

ptr

ARITHEMETIC OPERATION WITH POINTERS (DSA ME KARENGE)

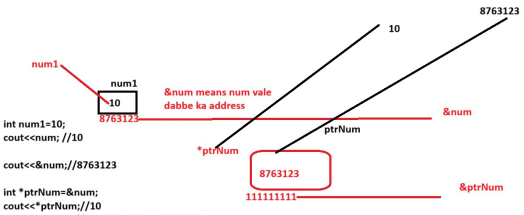
pointers->
address store karta hai kisi dusre variable ka.
kisi bhi varible ke aage agar * sign milta hai to vo variable pointer variable hai .

string name="Rohan";

int *ptrName;//

char * ptr=name;//

char * ptr1=&name;//



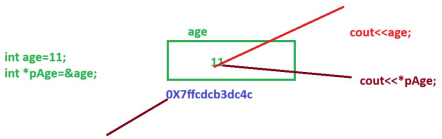
int num1=10;
cout<<num; //10

cout<<#//8763123

int *ptrNum=#
cout<<*ptrNum;//10
cout<<ptrNum;// num ka address 8763123

cout<<&ptrNum;// so mera pointer jis location me hai us location ka address means mere pointer ka address

&(m precent padte hai) kisi bhi variable me jab me aage & sign lagata hu uska matalab hota hai us varible ka khud ka address




```
The value of age variable11
The address of age variable0x7ffc9cb3dc4c
The value of age without using age Variable11
The address of age variable without &age is0x7ffc9cb3dc4c
The address of pointer variable *pAge is0x7ffc9cb3dc50
```

cout<<&age;

cout<<pAge;

pAge

0X7ffcdcb3dc4c

0x7ffc9cb3dc50

int age=90;
int *Page=&age;