

Lab1A Analysis

Create a program that can print out the following:

- value of a variable
- variable's address
- value of a pointer that points to that variable
- the value at the location that the pointer is pointing to

After you print the information change the variable by using the pointer and print it again.

Repeat the above once for each variable type:

- character
- int
- double
- float
- short
- long

Lab1A Design

Create and initialize each variable and pointer like so:

```
int myInt = 13;
int *myIntPtr = &myInt;
double myDouble = 12.34;
double *myDoublePointer = &myDouble;
// etc
```

Print out information like so:

```
cout
    << "value of var: " << myVar << endl
    << "address of var: " << &myVar << endl
    << "value of pointer: " << myVarPointer << endl;
    << "value at location pointer references: " << *myVarPointer << endl;
```

Change variable using the pointer, then repeat above code.

Wash. Rinse. Repeat for each different variable and its corresponding pointer.