

▼ CSC450-CLASS ~/CLionPro

- ▼ cmake-build-debug
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  - > CMakeFiles
  - > Testing
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- > Scratches and Consoles

```
51  int main() {  
52  
53      int num1, num2, num3;  
54  
55      // Prompt the user for inputs  
56      cout << "Enter your first integer: ";  
57      cin >> num1;  
58      cout << "Enter your second integer: ";  
59      cin >> num2;  
60      cout << "Enter your third integer: ";  
61      cin >> num3;  
62  
63      // Create pointers to dynamic memory - user 'new' operator  
64      int* ptr1 = new int(num1);  
65      int* ptr2 = new int(num2);  
66      int* ptr3 = new int(num3);  
67  
68      // Display the contents of the variables AND pointers  
69      cout << "Variable 1: " << num1 << " Pointer 1: " << *ptr1 << endl;  
70      ⚠ cout << "Variable 2: " << num2 << " Pointer 2: " << *ptr2 << endl;  
71      cout << "Variable 3: " << num3 << " Pointer 3: " << *ptr3 << endl;  
72  
73      // Use delete operator to free dynamically allocated memory  
74      delete ptr1;  
75      delete ptr2;  
76      delete ptr3;  
77  
78      // Set the pointers to nullptr, a safety precaution when working with pointers  
79      ptr1 = nullptr;  
80      ptr2 = nullptr;  
81      ptr3 = nullptr;
```