**Challenge 2**

**Pointers**

**1.** Consider the following:

***int v = 3;***

**a.** Declare a pointer to an *int*, initialized to *zero*

**b.** Store the address of *v* in your pointer variable

**c.** Add 2 to the value of v, using your pointer

**2.** Consider the following:

***int myArray[] = { 1, 2, 3 };***

**a.** Store the address of the middle element of *myArray* in a suitable variable

**3.** Consider the following:

***class Monster***

***{***

***public:***

***void EatGoat();***

***...***

***};***

***Monster m;***

**a.** Create a *pointer* to a *Monster*, pointing to *m*

**b.** Call the *EatGoat()* member function using your pointer to *m*