Pointers:

Variables that hold memory addresses

Used for:

* Arrays
* Structures
* Functions
* Data structures
* Memory management

Pointer/Memory diagrams.

Operators: \* and &

To declare a variable a pointer:

Int \*iptr

To get the address of anything, use the “Address of” operator &. & = “address of”

Int n=10;

Int \*iptr;

Iptr = &n;

If you have the address of something, how do you find out what it’s pointing to? Use the dereference operator .

\*iptr. Put the star in front of the pointer to read what it’s pointing to.