1) All data types can have a pointer. True (class/slideshow)

2) A pointer is a data type. (class/slideshow)

3) How do you access the data a pointer is pointing to?

a) \*ptr

b) &ptr

c) ptr\*

d) ptr&

A (class/slideshow)

4) Write the code to access the integer pointer iptr which is pointing to a 7 and change it to 3.

\*iptr = 3;