Pointers & References in C++

Pointers & References

A reference variable is a "reference" to an existing variable, and it is created with the **&** operator.
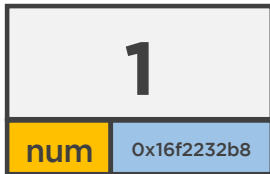
A pointer however, is a variable that stores the memory address as its value.
A pointer variable points to a data type (like *int* or *string*) of the same type, and is created with the ***** operator.
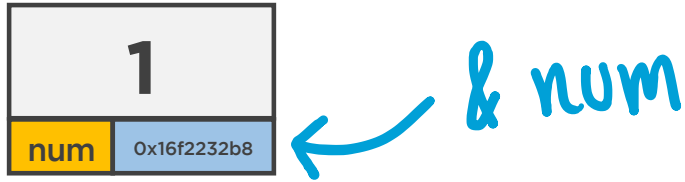The address of the variable you're working with is assigned to the pointer

Pointers & References

```
int num = 1;
```
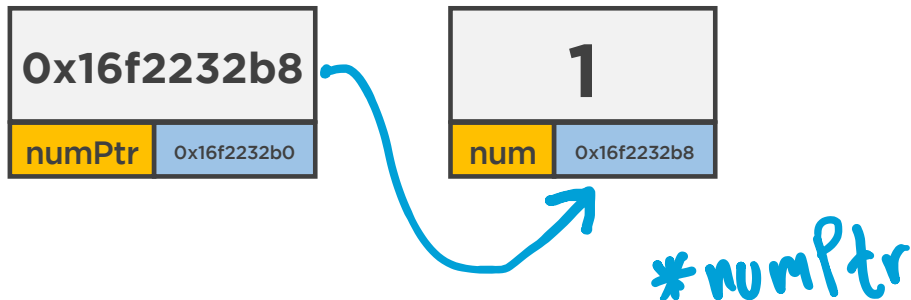
Pointers & References

```
int num = 1;
```

Pointers & References

```
int num = 1;
int * numPtr = & num;
```


*numPtr

Update 'num' value using the 'numPtr'

```
*numPtr = 2;
```

0x16f2232b8

numPtr	0x16f2232b0

2

num	0x16f2232b8

*numPtr