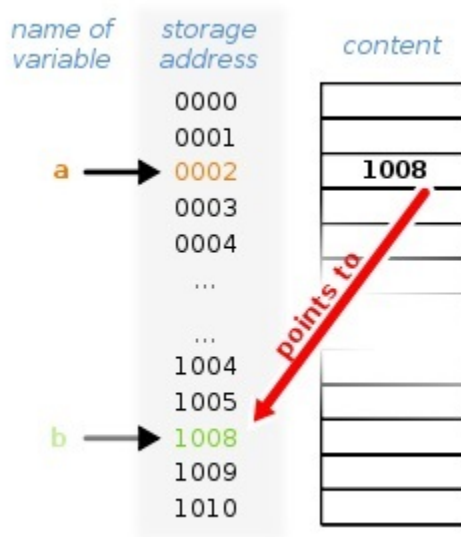


Pointers



Definition:

- object whose value refers to another value stored elsewhere in the computer memory using its memory address

Syntax:

- C
 - `int *ptr;`
 - * This declares ptr as the identifier pointer that points to an object of type int
 - ```
int a = 5;
int *ptr = NULL;
ptr = &a;
```
  - \* Assigns the value of the address of a to ptr
    - \* example: if a is stored at memory location of 0x8130 then the value of ptr will be 0x8130 after the assignment
    - \* To dereference the pointer, an asterisk is used again
  - `*ptr = 8;`
    - \* This means take the contents of ptr (which is 0x8130), "locate" that address in memory and set its value to 8

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## sources:

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- [https://en.wikipedia.org/wiki/Pointer\\_\(computer\\_programming\)](https://en.wikipedia.org/wiki/Pointer_(computer_programming))