Ch-6(L-1) : Pointers

▼ & → is called the address of operator, which tells the address of variable in the memory

```
cout << &a << endl;
cout << &b << endl;
```

▼ Pointer → Pointer is variable which only stores address another variable

- `int* ptr` → ptr is is a pointer to integer data where * is also known as dereference operator
- `char* ptr` → ptr is is a pointer to character data
- `int* ptr = 0;` → Creating null pointer

▼ How to create and access pointer

- `int* ptr = &a` → ptr is a pointer to a which contain integer data
- `cout << ptr << endl;` → This gives the address of ptr
- `cout << *ptr << endl;` → Value at location stored in ptr

 if pointer is pointing something that means it has stored its address then it can be int, char. So the size of pointer will be always 8

▼ How to copy pointer

```
int a=5;
int* ptr = &a;
int* p = ptr;
```

Homework

- ▼ See video on yt about 64 bit vs 32 bit
- ▼ find out why size of pointer is always 8