Pointers and Memory

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What is a pointer?

A pointer is a variable that stores the hexadecimal address of the variable it is pointing to.

Declaring Pointers

A pointer variable is declared like so:

```
type* pntr;
type *pntr;
```

Accessing Memory Address

A memory address of a variable is obtained using the reference operator (`&`). Example: `&var` .

Dereferencing Pointers

A pointer is dereferenced using the dereference operator (`*`). Example: `*pntr` .

Incrementing and Decrementing Pointers

Pointers can be incremented and decremented using the `+` and `-` arithmetic operators.

Accessing Arrays

Arrays can be accessed by using a pointer to the first element and incrementing and decrementing as necessary.

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