1. The \* symbol is the derference operator.
2. The & symbol means “address of “
3. The name of an array, without any brackets, acts as a(n) pointer to the starting address of the array.
4. An operator that allocates a dynamic variable is new.
5. An operator that deallocates a dynamic variable is delete
6. Parameters that are passed by reference are similar to a pointer variable in that they can contain the address if another variable. They are used as parameters of a procedure (void function) whenever we want a procedure to change the value of the argument.
7. Cout<<pointer; will print 3.75
8. Cout<<\*pointer will print 3.75
9. Cout<<&pay; will print an address
10. Cout<<pay;will print 3.75