

int *p₁, *p₂, *p₃;

p₁ = new int;

p₂ = new int;

p₃ = p₁;

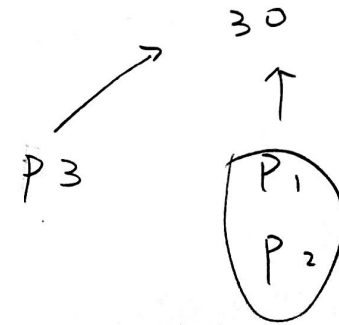
*p₁ = 20;

*p₂ = 30;

cout << *p₁ << " " << *p₂ << " " << *p₃ << endl;

*p₃ = *p₂

cout << ...;



20 30
↑ ↑

p₂



p₁ = p₂;

cout << ...;

20
↑
p₃

