**YouTube tutorial 38 - Introduction to Pointers**

<https://www.youtube.com/watch?v=Fa6S8Pz924k&index=38&list=PLAE85DE8440AA6B83>

#include "stdafx.h"

#include <iostream>

using namespace std;

int main()

{

int fish = 5;

cout << &fish << endl;

int \*fishPointer = &fish;

cout << fishPointer << endl;

return 0;

}

**Result:**

012FFEA8

012FFEA8

**YouTube tutorial 39 – Pass by reference with Pointers**

#include "stdafx.h"

#include <iostream>

using namespace std;

void passByValue(int x) {

x = 99; //Can’t change the value, unless the function is not void

}

void passByReference(int \*x) {

\*x = 99; //Has direct control over the variable because of memory

}

int main()

{

int betty = 13;

int sandy = 13;

passByValue(betty);

passByReference(&sandy);

cout << "betty is now " << betty << endl;

cout << "sandy is now " << sandy << endl;

return 0;

}

**Result:**

Betty is now 13

Sandy is now 99

**YouTube tutorial 40 – Using sizeof**

#include "stdafx.h"

#include <iostream>

using namespace std;

int main()

{

int kenny;

cout << "size of kenny(an int) is: " << sizeof(kenny) << endl;

//4

double bucky;

cout << "size of kenny(a double) is: " << sizeof(bucky) << endl;

//8

double anArray[10];

cout << "size of anArray is: " << sizeof(anArray) << ". ";

cout << "When divided by anArray[0]: " << sizeof(anArray) / sizeof(anArray[0]) << endl;

return 0;

}

**Result:**

