

```
1: {$mode objfpc}
2: program PointerTests;
3:
4: procedure Main();
5: var
6:   i: Integer;
7:   ip: ^Integer;
8: begin
9:   i := 10;
10:  ip := @i;
11:
12:  WriteLn('-----');
13:  WriteLn(' Where are the Local Variables? ');
14:  WriteLn('-----');
15:  WriteLn('The address of i is ', HexStr(Addr(i)));
16:  WriteLn('The address of ip is ', HexStr(Addr(ip)));
17:  WriteLn('-----');
18:
19:  WriteLn('The value of i is ', i);
20:  WriteLn('The value of ip is ', HexStr(ip));
21:  WriteLn('The value pointed to by ip is (ip^) ', ip^);
22:
23:  WriteLn('-----');
24:  WriteLn('Changing value via ip^');
25:  ip^ := 20;
26:  WriteLn('The value pointed to by ip is now ', ip^);
27:  WriteLn('The value of i is ', i);
28:  WriteLn('-----');
29:
30:  WriteLn('Dynamically allocating space for ip');
31:  New(ip);
32:  WriteLn('The value of ip is ', HexStr(ip));
33:  WriteLn('The value pointed to by ip is ', ip^);
34:  WriteLn('-----');
35:
36:  WriteLn('Changing value via ip^');
37:  ip^ := 30;
38:  WriteLn('The value pointed to by ip is now ', ip^);
39:  WriteLn('The value of i is ', i);
40:  WriteLn('-----');
41:
42:  WriteLn('Disposing ip and assigning to nil');
43:  Dispose(ip);
44:  ip := nil;
45:
46:  WriteLn('The value in ip is ', HexStr(ip));
47:  WriteLn('The value ip points to by ip is (crash!) ', ip^);
48: end;
49:
50: begin
51:   Main();
52: end.
```