**Part 1 –** Pointer

* A pointer is a object whose value points to another value stored elsewhere in the computer memory using its memory address.
* In line 7, a variable is initialised that only stores address denoted with an asterisk (\*) and in line 8, the same variable is used to store the memory location of where the number ‘2’ is stored in the variable ‘number’ in line 6 and line 9 is to output the memory location of ‘number’ variable.

**Part 2** – C++ structures.

* A structure ‘person’ has been initialised consisting of data elements namely ‘name’, ‘age’ and ‘salary’ with their respective data types.
* You are creating another person ‘p1’ that inherits the various data members of the structure ‘person’.
* It is the input output stream.