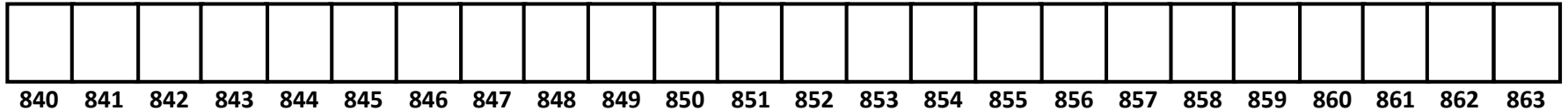


# Introduction to Pointers

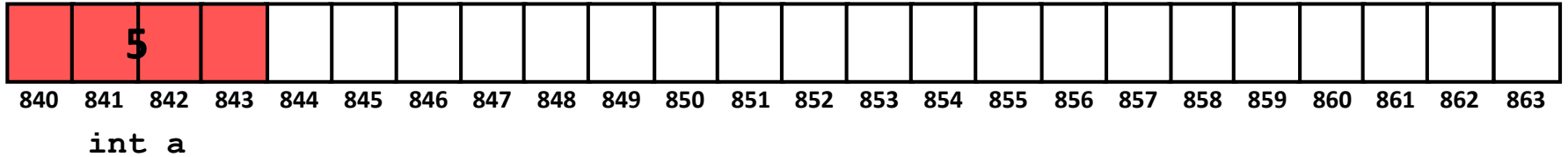
# Pointer Program

```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```



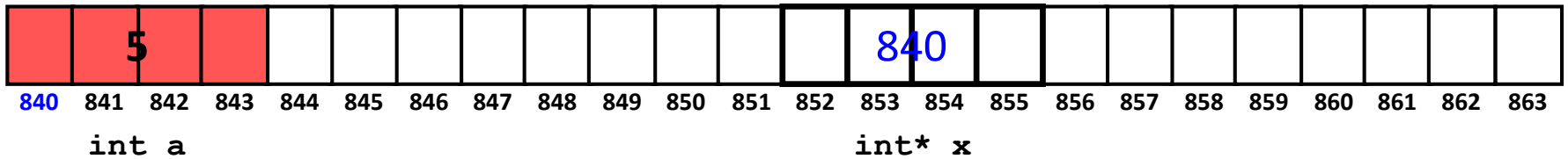
# Pointer Program

```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```



# Pointer Program

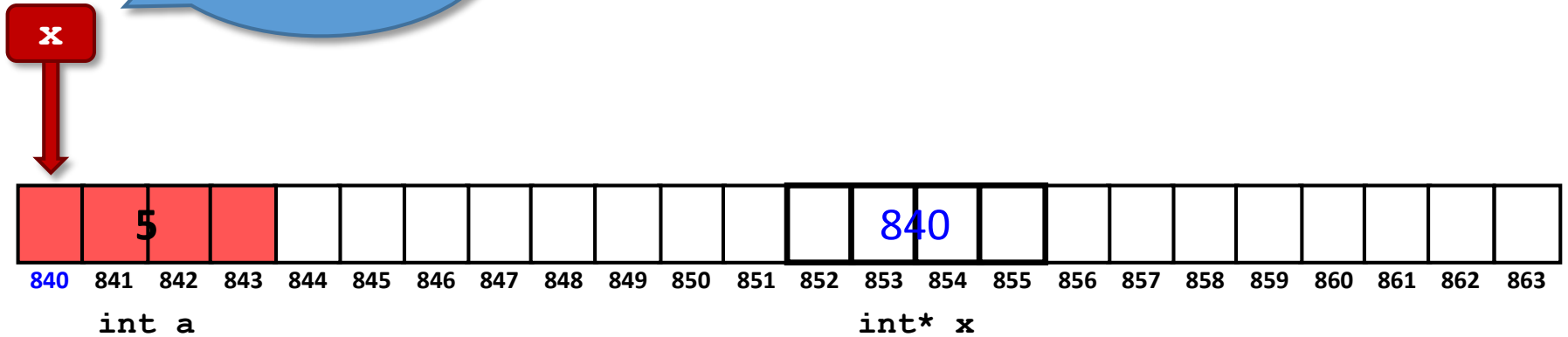
```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```



# Pointer Program

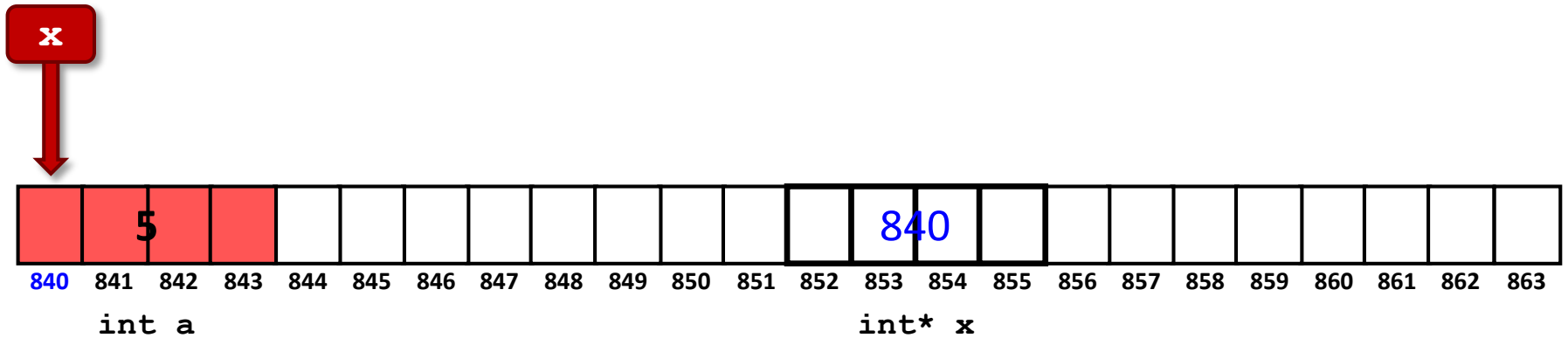
```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```

Visualization



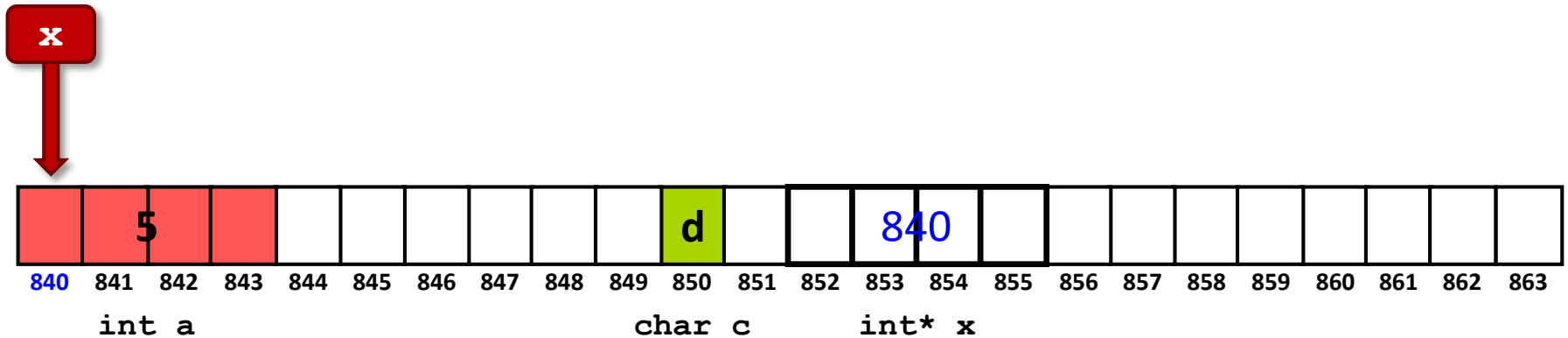
# Pointer Program

```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```



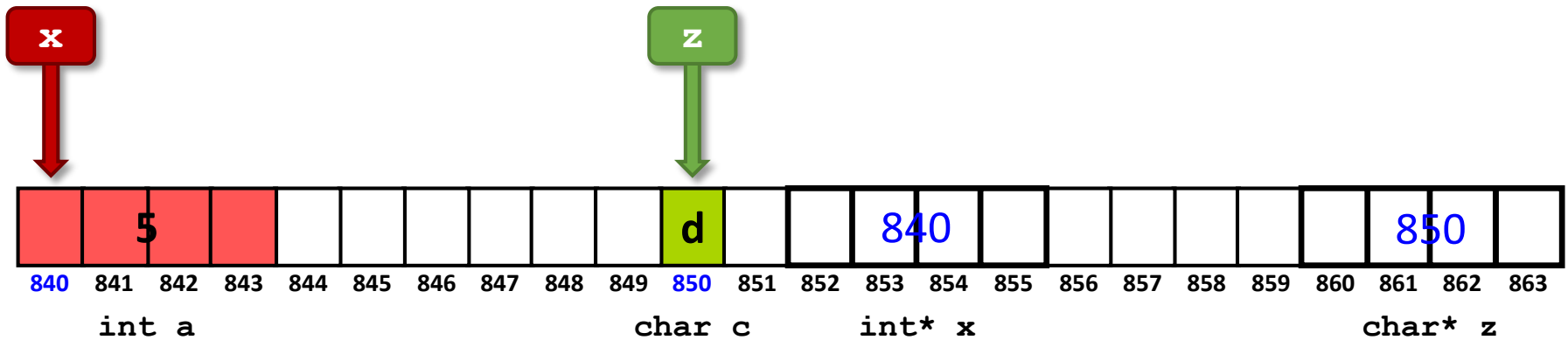
# Pointer Program

```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```



# Pointer Program

```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```

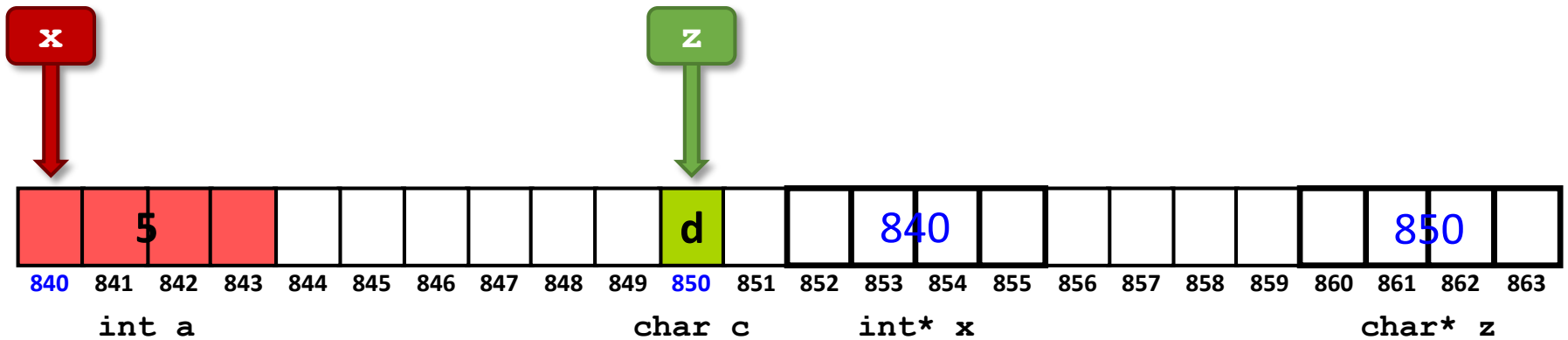




# Shifting Pointers

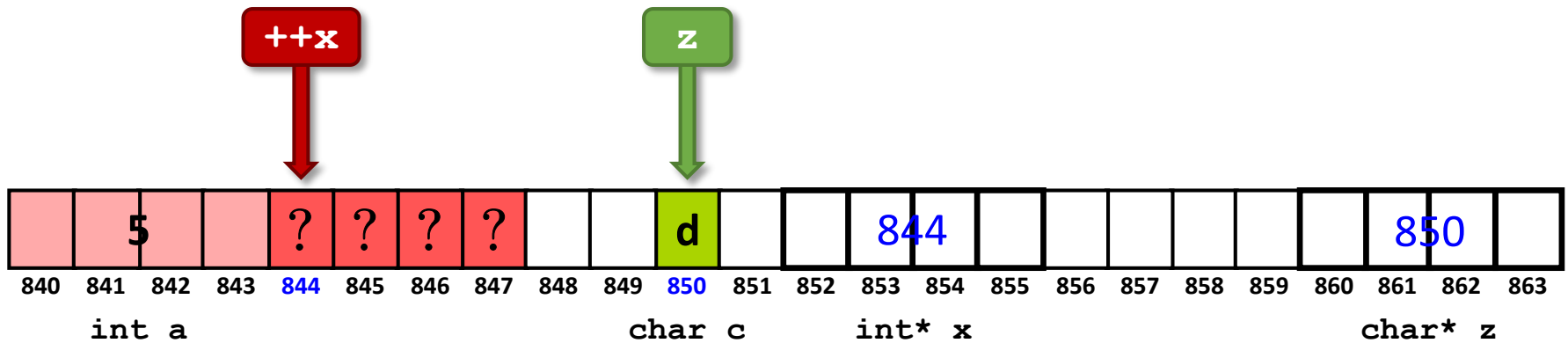
# Pointer Program

```
++x;  
++z;
```



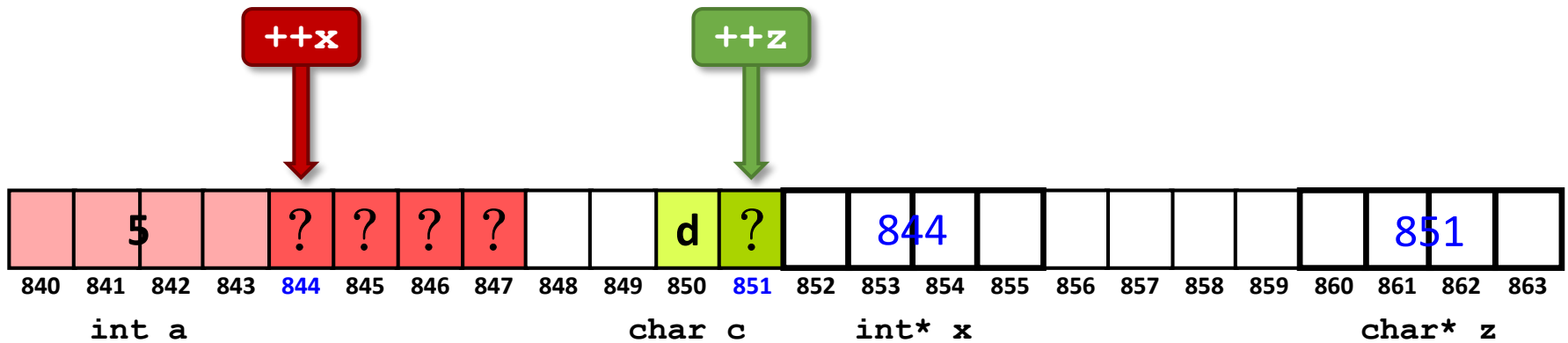
# Pointer Program

```
++x;  
++z;
```



# Pointer Program

```
++x;  
++z;
```



# Pointer Program

```
++x;  
++z;
```

Warning:  
We don't know the value at

?

++

