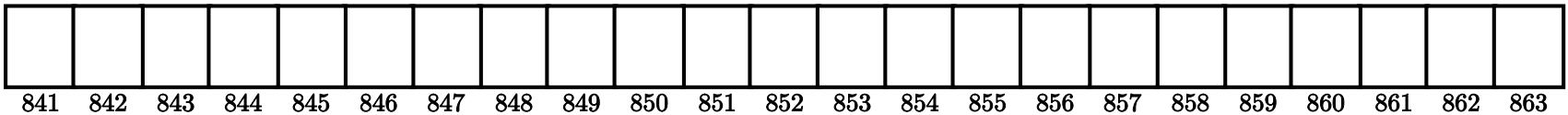


Introduction to Pointers

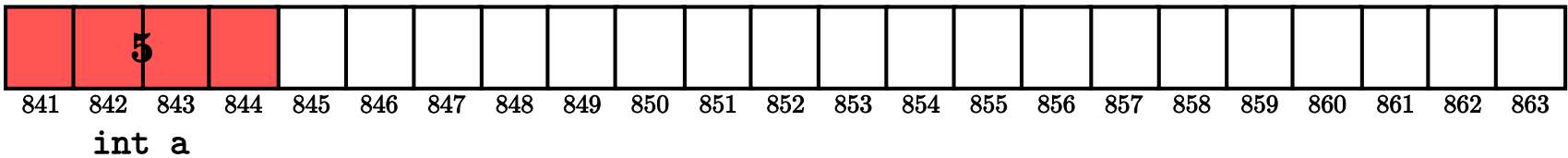
Pointer Program

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



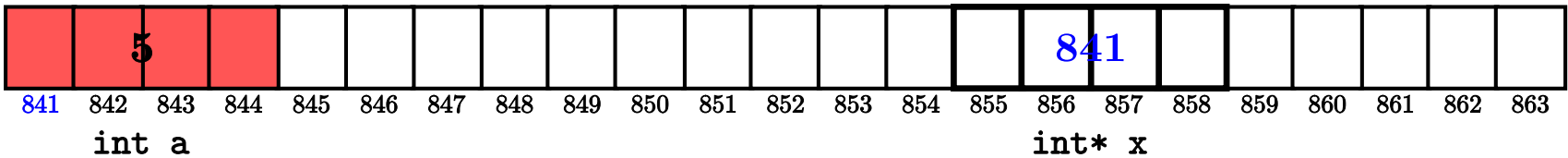
Pointer Program

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



Pointer Program

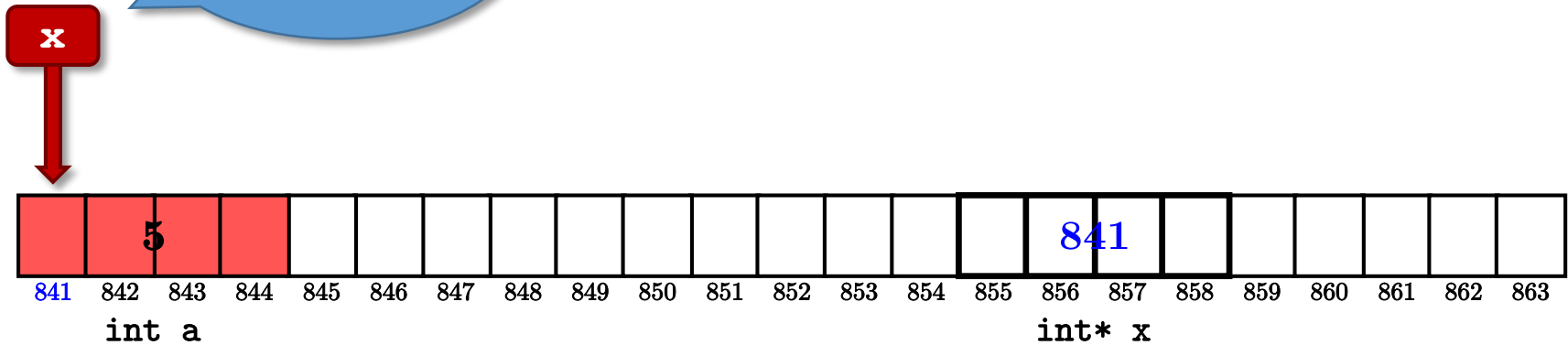
```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```



Pointer Program

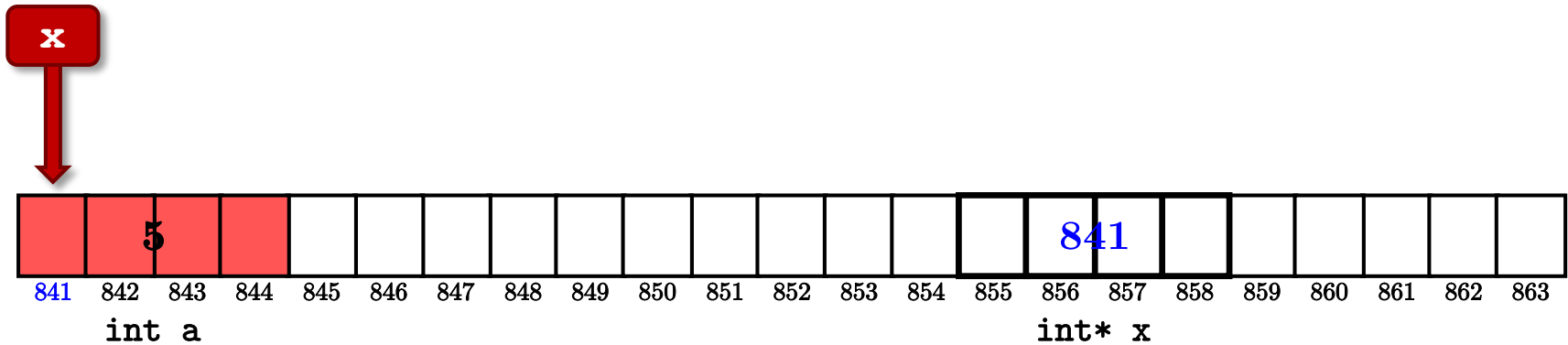
```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```

Visualization



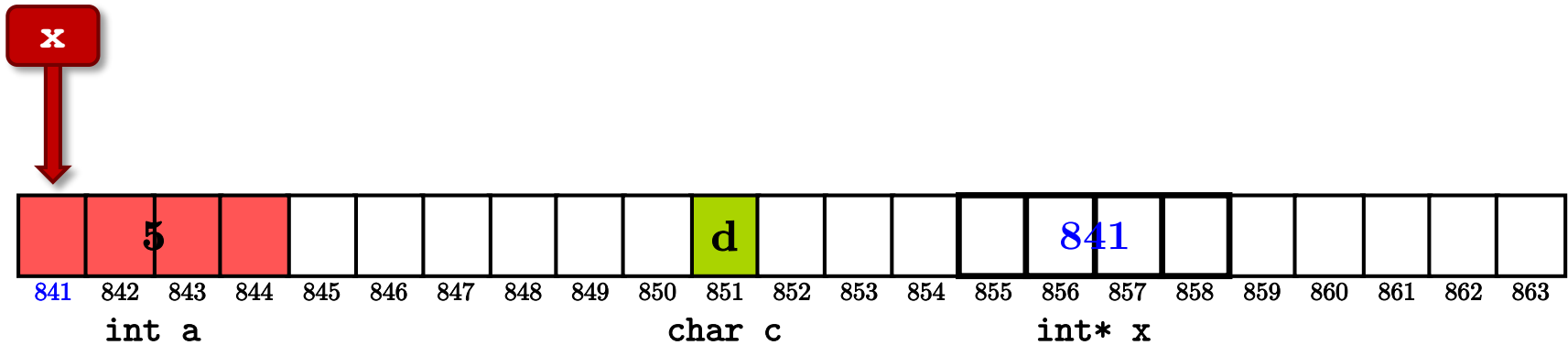
Pointer Program

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



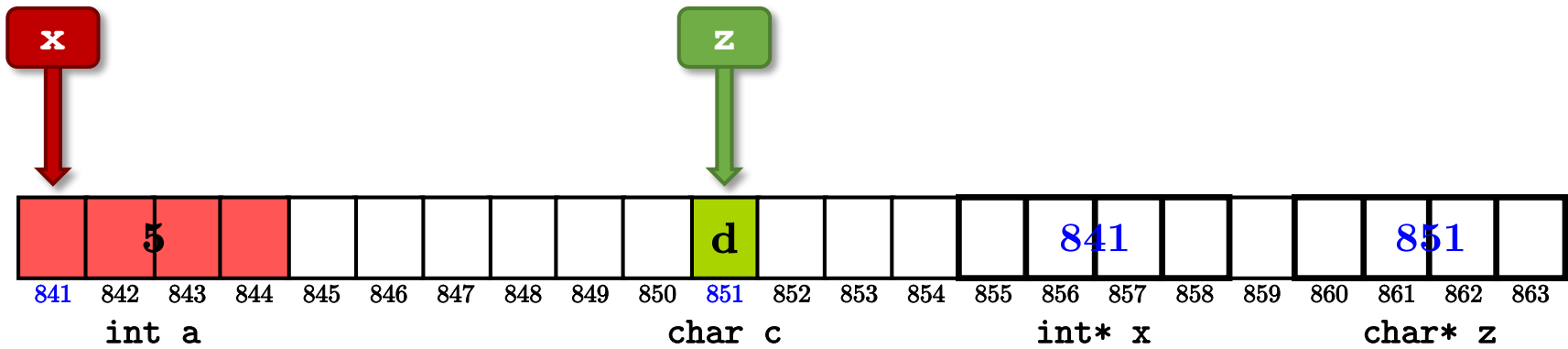
Pointer Program

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



Pointer Program

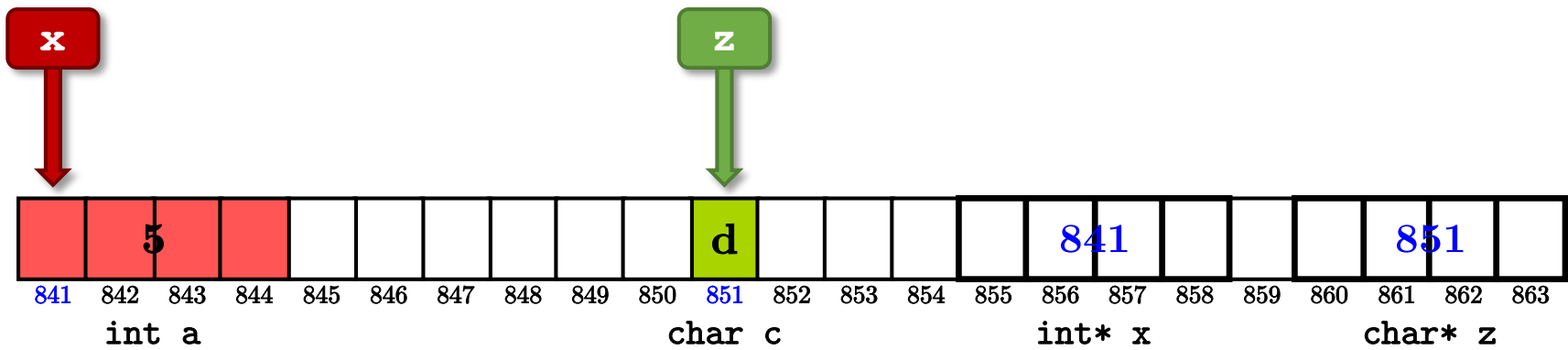
```
int a = 5;  
int* x = &a;  
  
char c = 'd';  
char* z = &c;
```



Shifting Pointers

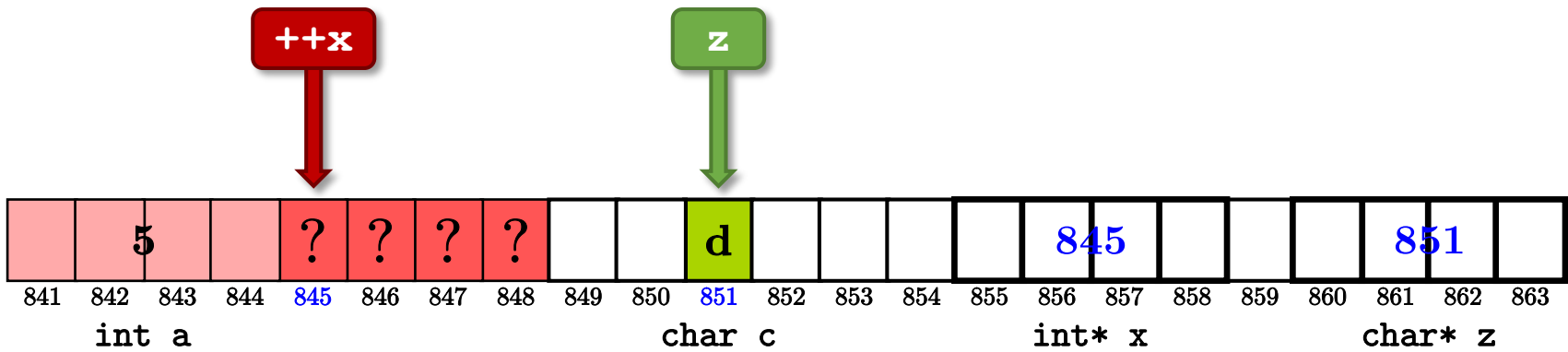
Pointer Program

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



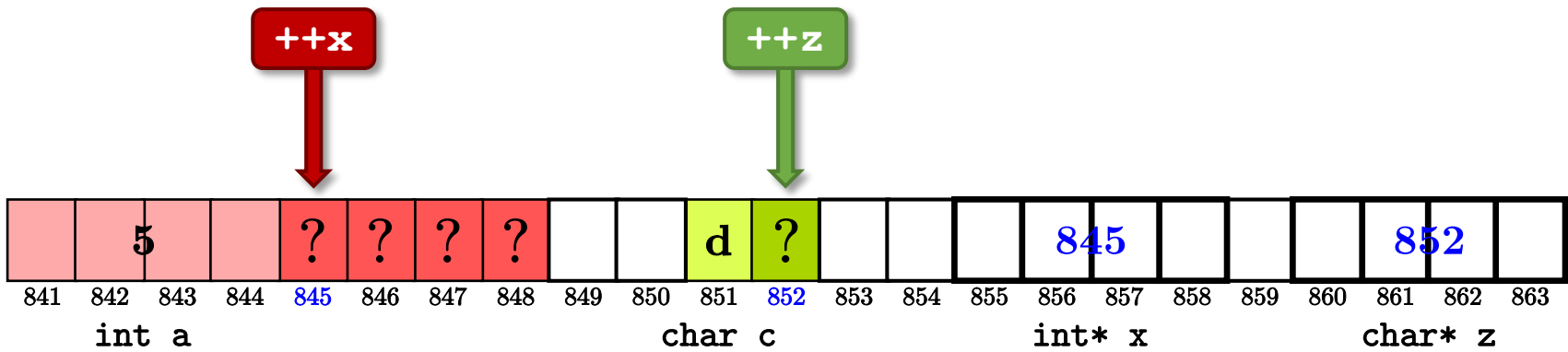
Pointer Program

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



Pointer Program

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



Pointer Program

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

Warning:
We don't know the value at

?

+

