Introduction to Pointers

Pointer Program

```
int a = 5;
int* x = &a;

char c = 'd';
char* z = &c;
```

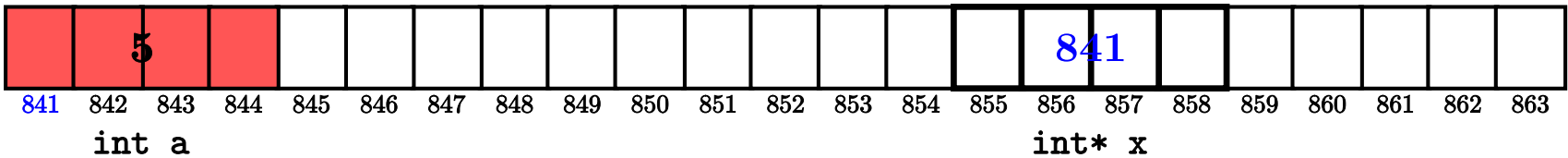|																						
841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863

Pointer Program

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5																						
841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863

int a

Pointer Program

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		5													841						
841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863

int a

int* x

Pointer Program

```
int a = 5;
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```

Visualization

x

841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863

int a   int* x

```
int a = 5;
int* x = &a;

char c = 'd';
char* z = &c;
```

x

	5														841						
841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863

int a   **int* x**
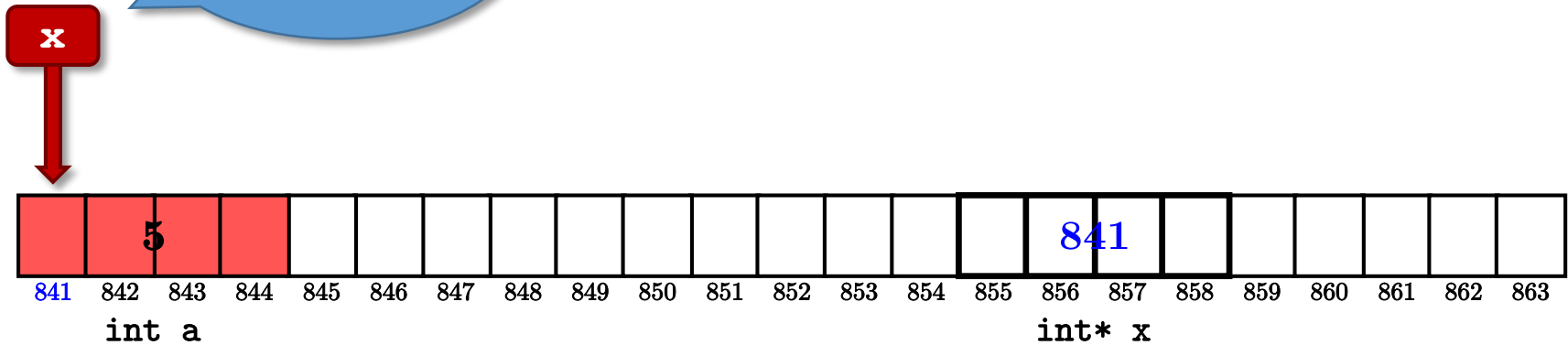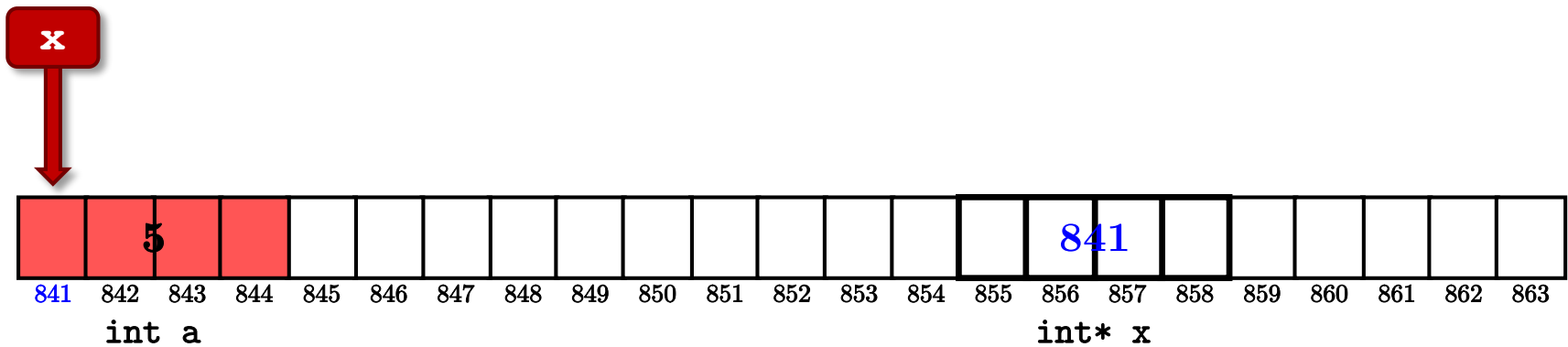
Pointer Program

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Pointer Program
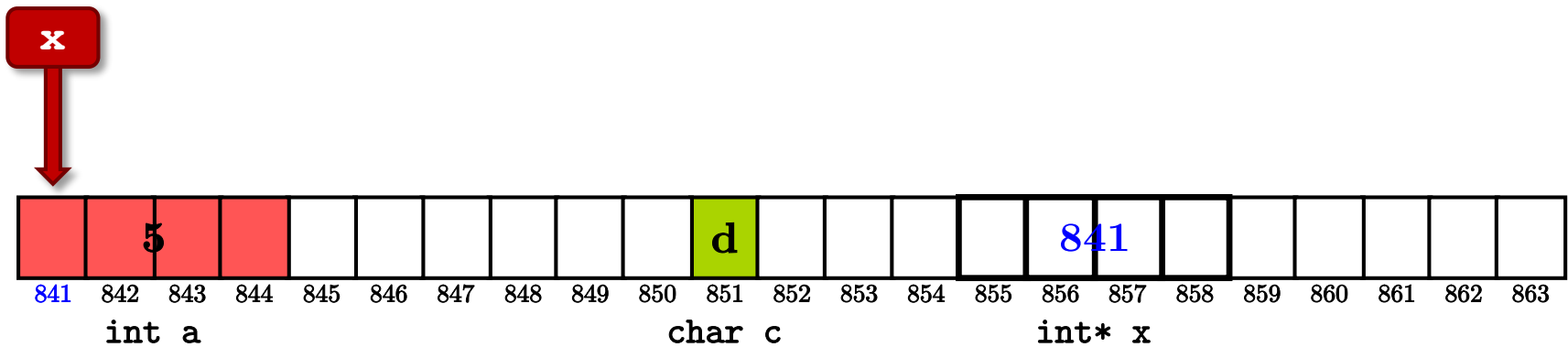
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int a = 5;
int* x = &a;

char c = 'd';
char* z = &c;
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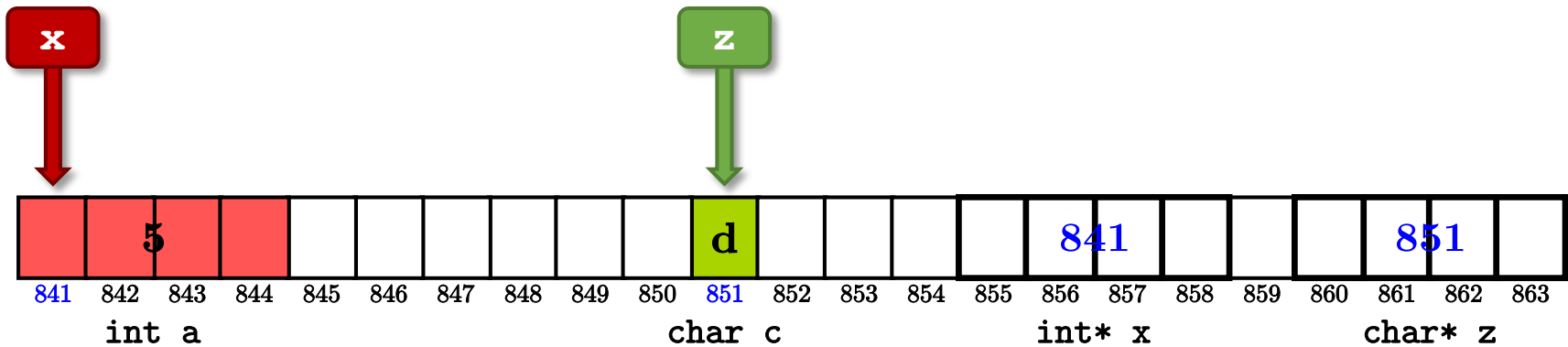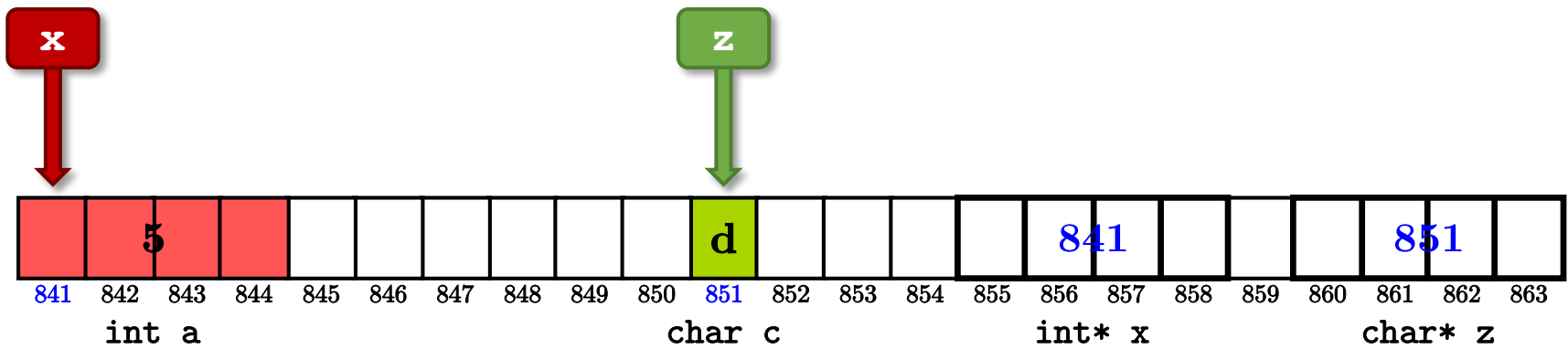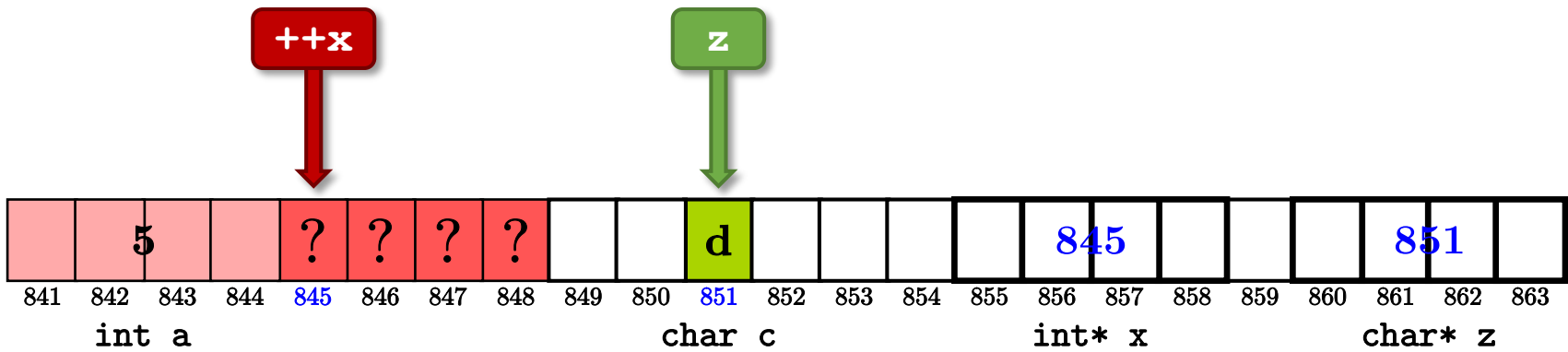
Shifting Pointers

Pointer Program

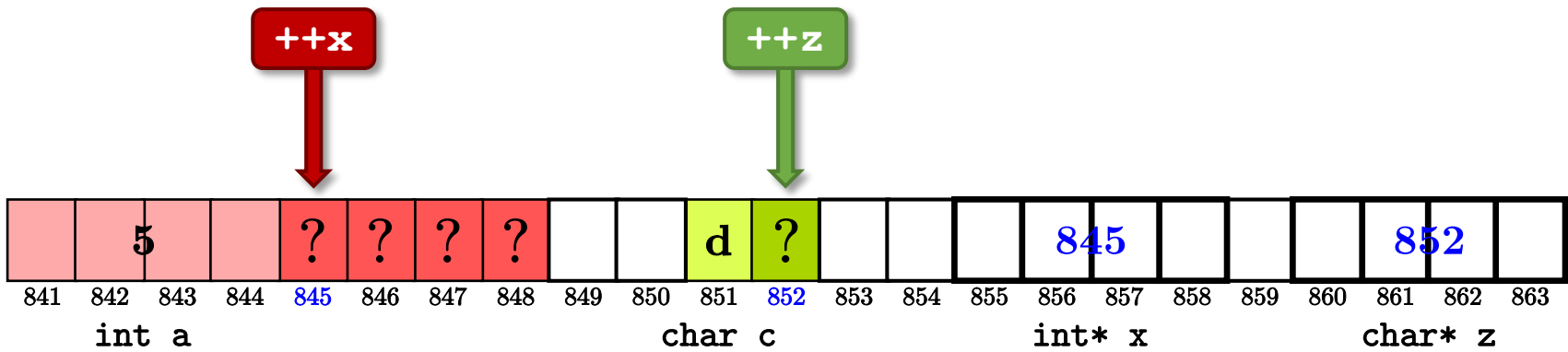# Pointer Program

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

Pointer Program

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

Pointer Program