**Pointers**

- **memory address of some piece of information**
- **variable that stores the address where another object resides**

```c
int * myIntPtr; // created space to hold a pointer to an integer - no integer yet
```

- **address operator** `&`
- **dereferencing operator** `*` - follow the pointer

```
458  42  x  int x = 42;
459  17  y  int y = 17;
460  458 ptr1  int * ptr1 = &x;
464  459 ptr2  int * ptr2 = &y;
```

- **pointer** `ptr1` is the address of the thing pointed to
- **address of** `&ptr1` is the address of `ptr1`
- **dereferencing** `*ptr1` is the value of the thing pointed to by `ptr1`