Pointers

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- Pointer is variable just like other variables of c
- but only difference is unlike the other variable it stores the memory address of any other variables of c.
- this variable may be type of int , char, array, structure, function or any other pointers.

Pointers

- To declare pointer variable we need to use *operator (indirection/dereferencing operator) before the variable identifier and after data type.
- Pointer can only point to variable of the same data type.

Ex: Data type *identifier;

*(pointer) is also called 'value at address' operator.

```
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
int a=5;
int b=6;
int *c;
int *d;
c= &a;
d =&b;
printf("\n value of a=%u",a);
printf("\n value of b = %u", b);

printf("\n address of a=%u",&a);
printf("\n address of b=%u\n\n",&b);

printf("value of c = %u\n",c);
printf("value of d =  %u\n",d);

printf(“Address of c = %u\n",c);
printf(“Address of d =  %u\n",d);
getch();
}
```

Pointer Example

```
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
int i=5;
Int *j;
j=&i;
printf("\n value of i=%u",i);
printf("\n address of i=%u\n",&i);
printf("\n value of j is %u",j);
getch();
```