

Pointers

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A pointer is a variable that stores the address of another variable. When memory is allocated to the variable, pointer points to the memory address of variable. '*' is used to declare it.

data type *variable_name;

Array :- collection of same type of elements at contiguous memory locations. The lowest address in an array corresponds to the 1st element while highest corresponds to last.

Syntax :- type array_name [array_size]