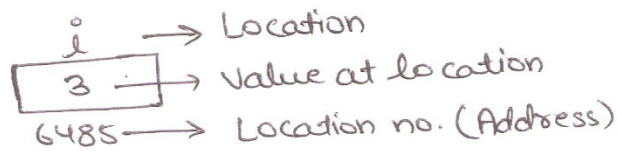


Pointers

The & and * operators

When we declare `int i=3` so this declaration tells the C Compiler to:

- Reserve space in memory to hold the integer value.
- Associate the name `i` with this memory location
- Store the value 3 at this location



- In this computer has selected memory location 6485 as the place to store the value 3.
- This location address 6485 can be different at other computer or change.
- Main thing `i`'s address in memory is a number.

To know the address of a variable we use '`&`' operator and other operator '`*`' called 'value at address' operator

```
main()  
{  
  int i=3;  
  printf("\n Address of i=%d", &i);  
  printf("\n Value of i = %d", i);  
  printf("\n Value of i = %d", *(&i));  
}
```

output

Address of `i` = 6485
Value of `i` = 3
Value of `i` = 3

The main thing is
`* (&i)` → value at address
(`&i`)