C++: References and Pointers
“Computer Memory Lane”

Address of variable

Value assigned to variable

9313
9314
9315
9316

34
References & Pointers

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  - Reference must be initialized to a variable at declaration.
  - Once a reference has been initialized to an object, it cannot be changed to refer to another object.
  - An alternate way to pass information between functions.
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  - “pointer” = a variable that stores the address of another variable.
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- “&” and “*” are sort of opposites