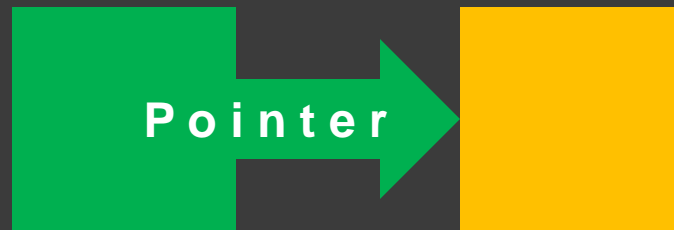


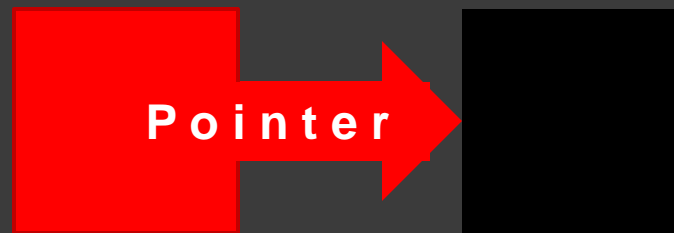
# Pointer



# Many to One



# Invalid Pointer



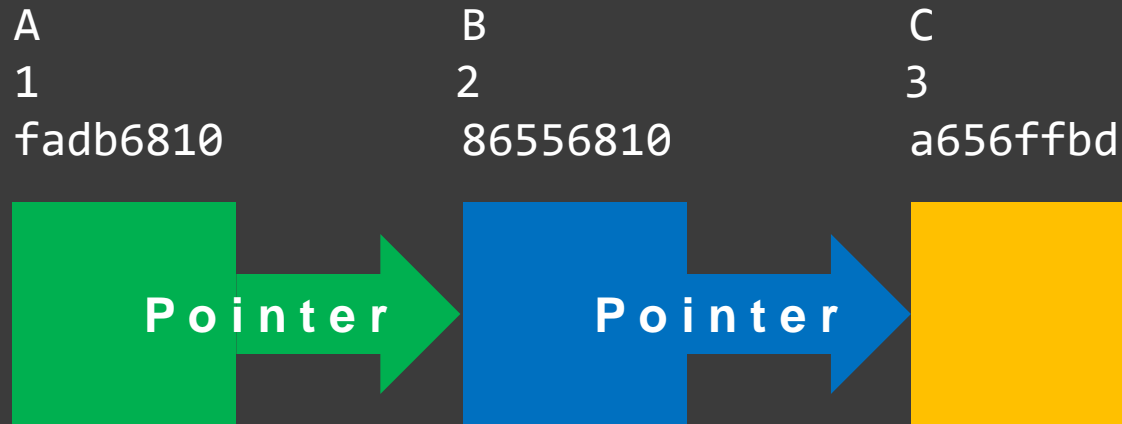
# Wild (Dangling) Pointer



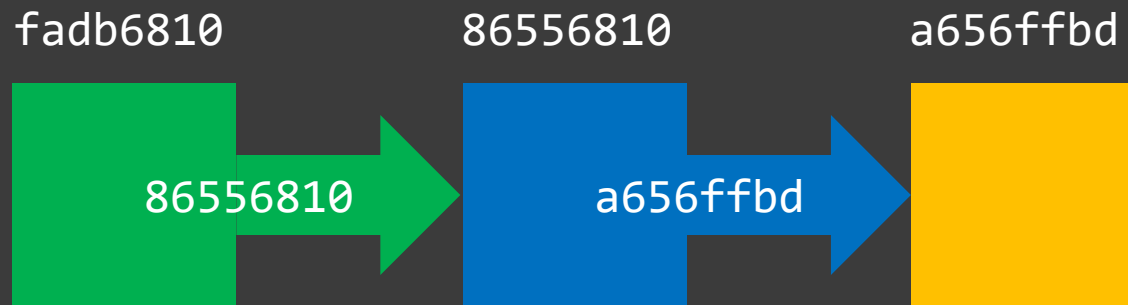
# Pointer to Pointer



# Naming Pointers and Objects

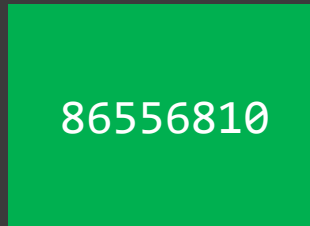


# Names as Pointer Content

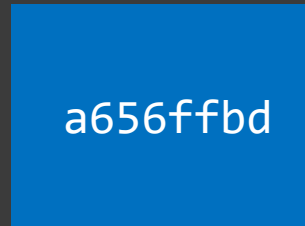


# Pointers as Objects

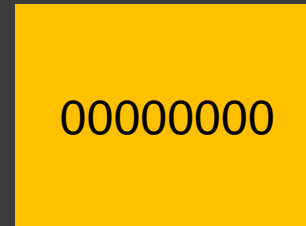
fadb6810



86556810



a656ffbd





# Exercise pEx1

How many pointers can you count?

2ab1000	2ab1004	2ab1008	2ab100c	2ab1010
2ab1008	ffffffff	2ab1010	2ab100c	00000000

# Common Debugger Layout

2ab1000:

2ab1008

2ab1004:

ffffffff

2ab1008:

2ab1010

2ab100c:

2ab100c

2ab1010:

00000000

2ab1014:

00002000

2ab1000:

2ab1008

ffffffff

2ab1008:

2ab1010

2ab100c

2ab1010:

00000000

00002000

# Names as Addresses

2ab1000:	2ab1008
2ab1004:	ffffffff
2ab1008:	2ab1010
2ab100c:	2ab100c
2ab1010:	00000000
2ab1014:	00002000

# Addresses and Objects

2ab1000:	2ab1008	2ab1000:	2ab1008
2ab1004:	ffffffff	2ab1004:	ffffffff
<b>2ab1008:</b>	<b>2ab1010</b>	<b>2ab1008:</b>	<b>2ab1010</b>
2ab100c:	2ab100c	2ab100c:	2ab100c
2ab1010:	00000000	2ab1010:	00000000
2ab1014:	00002000	2ab1014:	00002000