



PASS BY POINTER

Complex but very useful



SIMPLE DATA

C++

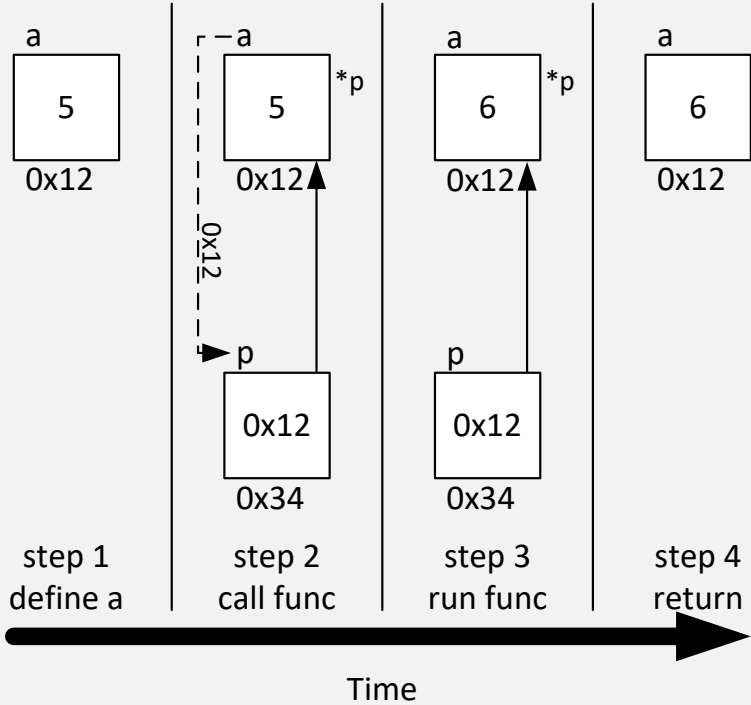
```
void func(int* p);

int main()
{
    int a = 5;    // step 1

    func(&a);    // step 2
}

void func(int* p)
{
    *p = *p + 1; // step 3
} // step 4
```

MEMORY



STRUCTURED DATA

```
struct part
{
    char    type;
    int     id;
};

void func(part* p);

int main()
{
    part a = { 'd', 10 };
    func(&a);
}

void func(part* p)
{
    p->id = 1000;
}
```

