

Dereferencing

To obtain the contents of a variable being "pointed at"

- use the variable's name, normally

```
int x;

int * ptr;    // x is "pointed at"

ptr = &x;    // ptr now contains the addr of x
             // - never used in this code

x = 7;

printf("%d \n", x);    ==> 7
```

OR:

- dereference pointer to the variable

(now use pointer to get at variable's contents)

```
int x;

int * ptr;

ptr = &x;

*ptr = 7;    // sets 7 into x

printf( "%d \n", *ptr );    // "dereference"

==> 7
```