Chapter 9

1. What operator do you use to get the address of a variable?
2. What does the indirection operator do?
3. So far you have learned three different uses for the * operator. What are they?
4. What is the purpose of the new operator?
5. What is the purpose of the delete operator?
6. Each byte in memory is assigned a unique ________.
7. ________ variables are designed to hold addresses.
8. Array names can be used as ________, and vice versa.
9. Creating variables while a program is running is called ________.
10. A pointer that contains the address 0 is called a(n) ________ pointer.