Program 1 - Pointers (Guided Lab)
Write a program that uses an int pointer called hand to manipulate 3 variables: book, pencil, paper. You will use the hand pointer to change the value of book, pencil, or paper based on USER INPUT. The value stored in each variable represents a location:

```c
//GLOBAL VARIABLES
const int FLOOR = 1,
    CHAIR = 2,
    DESK = 3;
```

For example, if hand is pointing to pencil, you could change the location of pencil using:

```c
*hand = FLOOR;
```

Use the following functions:

```c
//ask the user which object to grab, then return a pointer to that object
int* grab(int &pencil, int &book, int &paper);

//ask the user where they would like to move the object
void move(int* hand);

//show the location of each object & contents of hand
void showAll(int* hand, int &pencil, int &book, int &paper);

//helper function for showAll, outputs the location of a single object.
string show(int object);
```

The whole program should loop and give the user the following options:

1) Show All
2) Grab Object
3) Move Object
4) Exit Program

This is not an easy assignment, so I will be walking through it in class.
If you are unable to attend, please come see me or one of your fellow students for help.