

# Assignment in C - Handout

32-bit example  
(pointers are 32-bits wide)

& = "address of"

\* = "dereference"

- ❖ left-hand side = right-hand side;
  - LHS must evaluate to a *location*
  - RHS must evaluate to a *value*
  - Store RHS value at LHS location

❖ **int** x, y;

❖ x = 0;

❖ y = 0x3CD02700;

❖ x = y + 3;

❖ **int\*** z = &y + 3;

❖ \*z = y;

