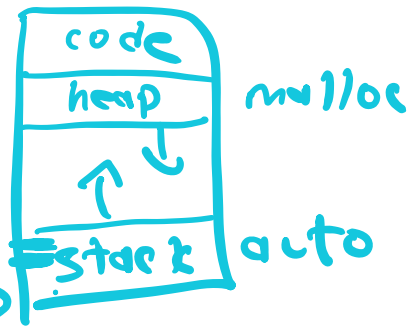


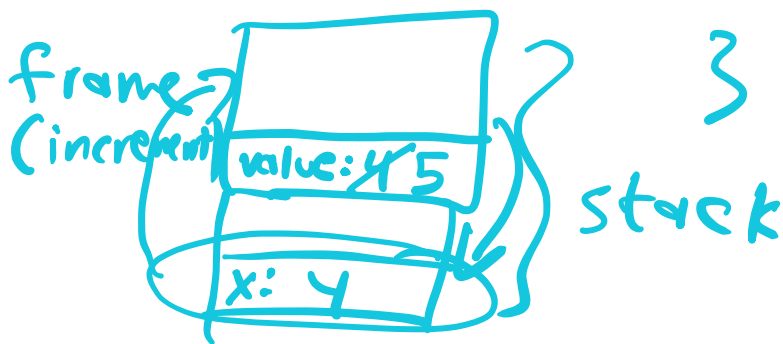
Discussion

- 1) C \rightarrow memory + pointers
- 2) relevant code

```
int x = 4;  
increment(x);
```



```
increment(int v) {  
    v = v + 1;  
}
```



```

int *p;
int x;
x = 3;
    ↓
store(3, 1008)

```

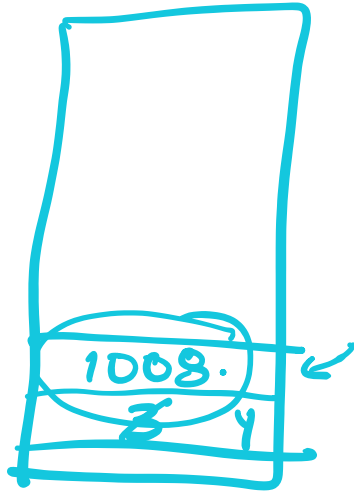
```

p = 3x;
    ↑
    &mpesand

```

1000
1008

p
x



~~p = 3;~~

```

*p = 4;
    ↓
store(4, => 1008)

```