Lecture 07

- Pointers hold the memory address of another variable.
  - Defined by prefixing name with asterisk (*).
- Memory addresses of x and y are &x and &y.
- Loop to print memory address.
- Can also assign pointers to functions.
  - "print_func" takes a function name as an argument.

- Arrays store sets of related data.
  - Instead of defining x1, x2, x3 for a vector, define entire vector using an array.

  ```
  double v1[3] = {1.0, 2.0, 3.0};
  double v2[3] = {4.0, 5.0, 6.0};
  ```

  - Number in square brackets is the number of elements in the array.
  - Arrays can optionally be initialized.