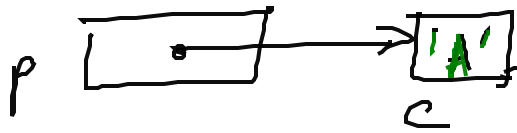


```
char *p;  
char c;  
p = &c;
```



```
*p = 'A';
```

opérateurs

& = "adresse de"

* = "objet pointé par"

p -> champ1 "champ1 de la structure pointée par p"

```
struct eur {  
int champ1;  
char champ2, champ3;  
};
```

```
struct eur *p;  
struct eur e;  
p = &e;
```

