

CSD 101 11-13-25

11

-
- Pa6: ext. 1 day
 - mid2: Thur 11/20

& in C++

- bitwise and in C/C++
- address-of in C/C++
- reference operator C++ only.

type &

reference type corresponding type

A reference variable is an alias for another variable.
 (i.e. like a pointer that you don't need to de-reference.)

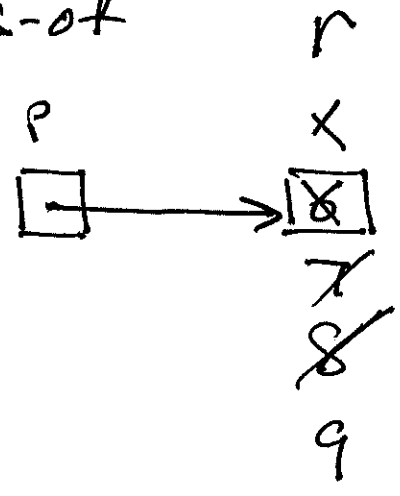
Ex.

```

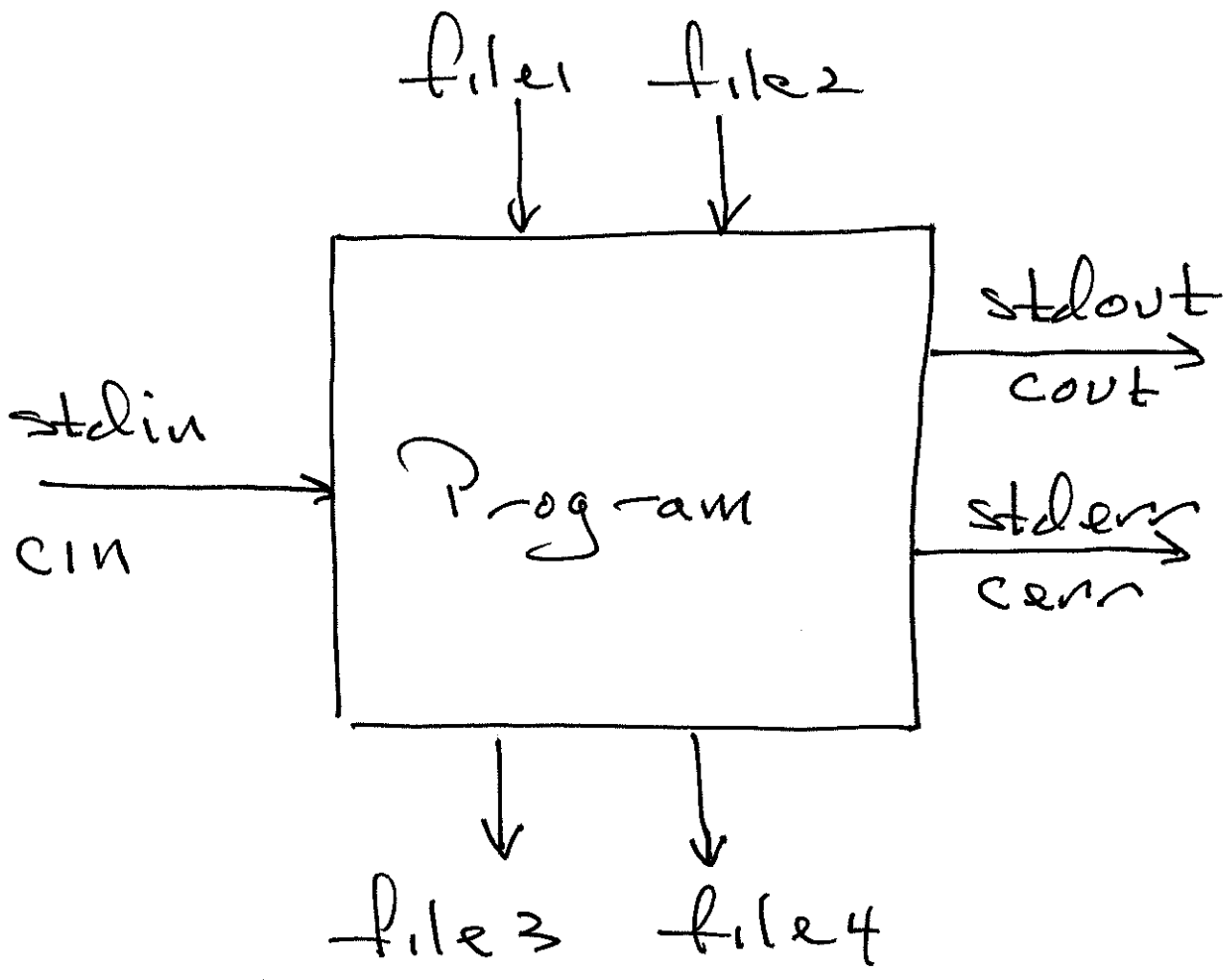
int x;
int* p = &x;
int r = x;
x = 6;
x++;
value-at (*p)++;
r++;

```

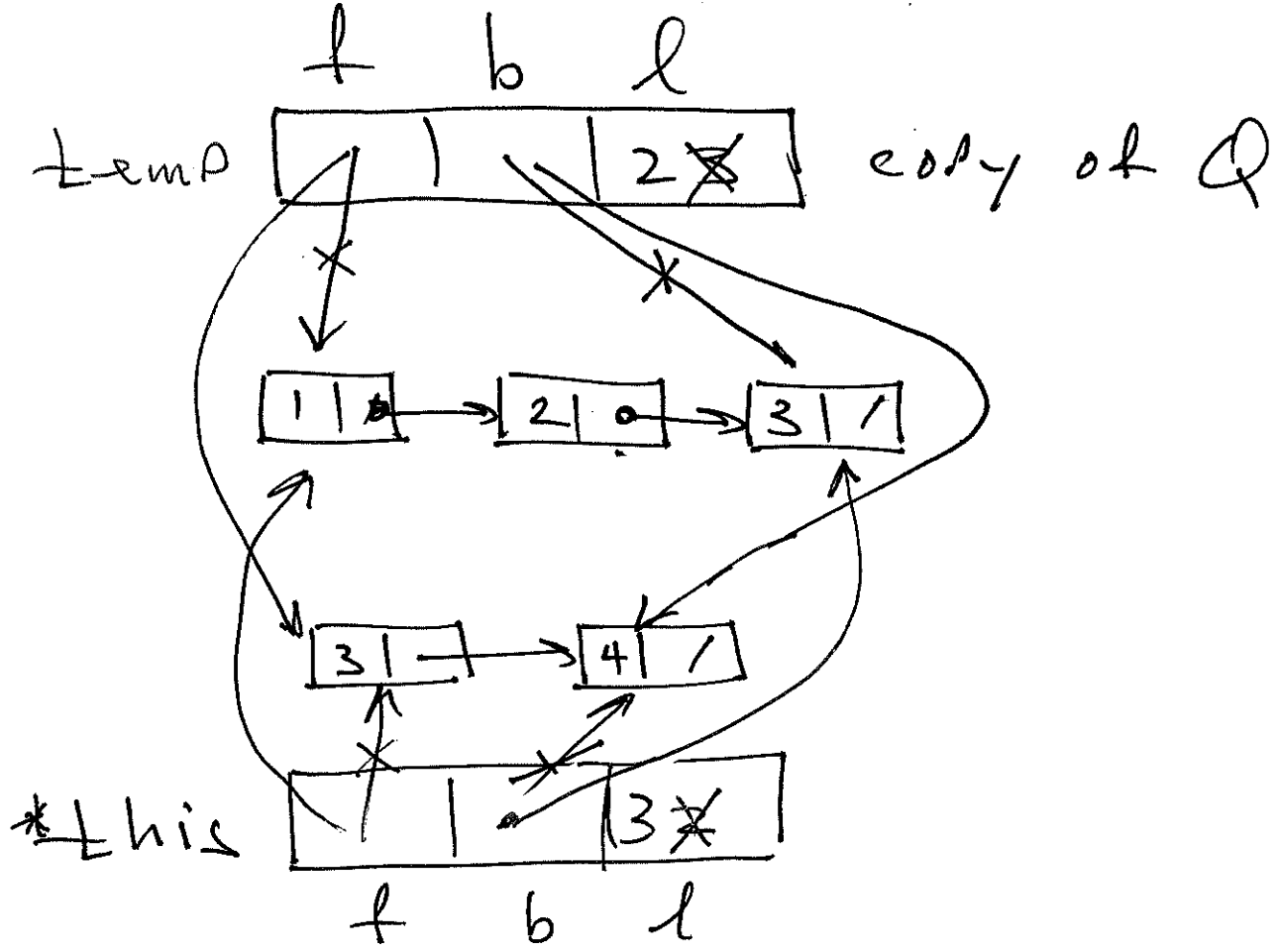
address-of



value-at (*p)++;



call to assignment op



note *this is returned so

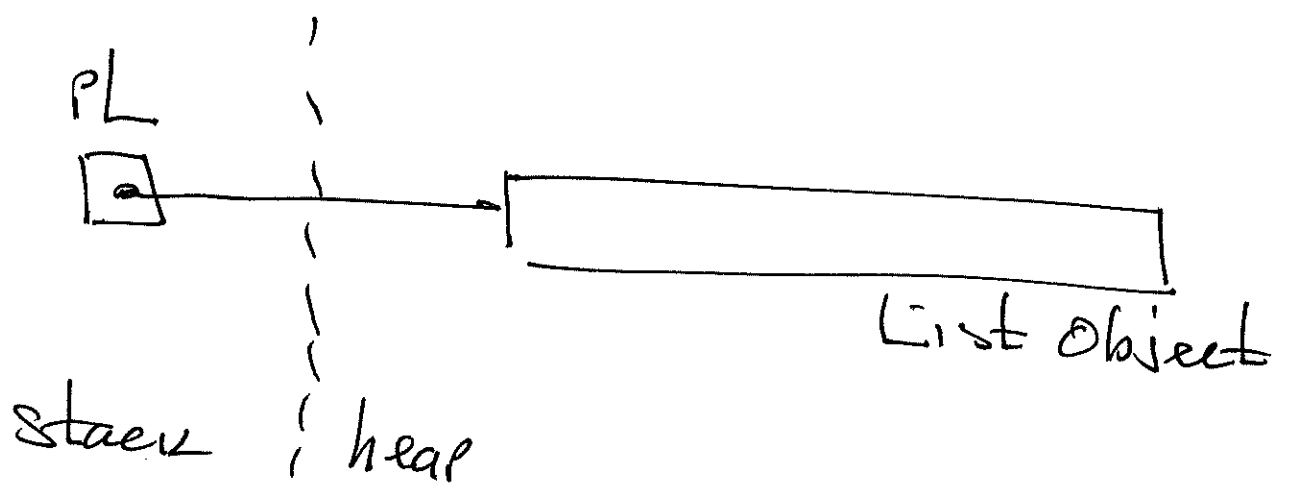
$$A = (B = e);$$

WORKS

Prob: List.cpp

To call constructor and place object on heap:

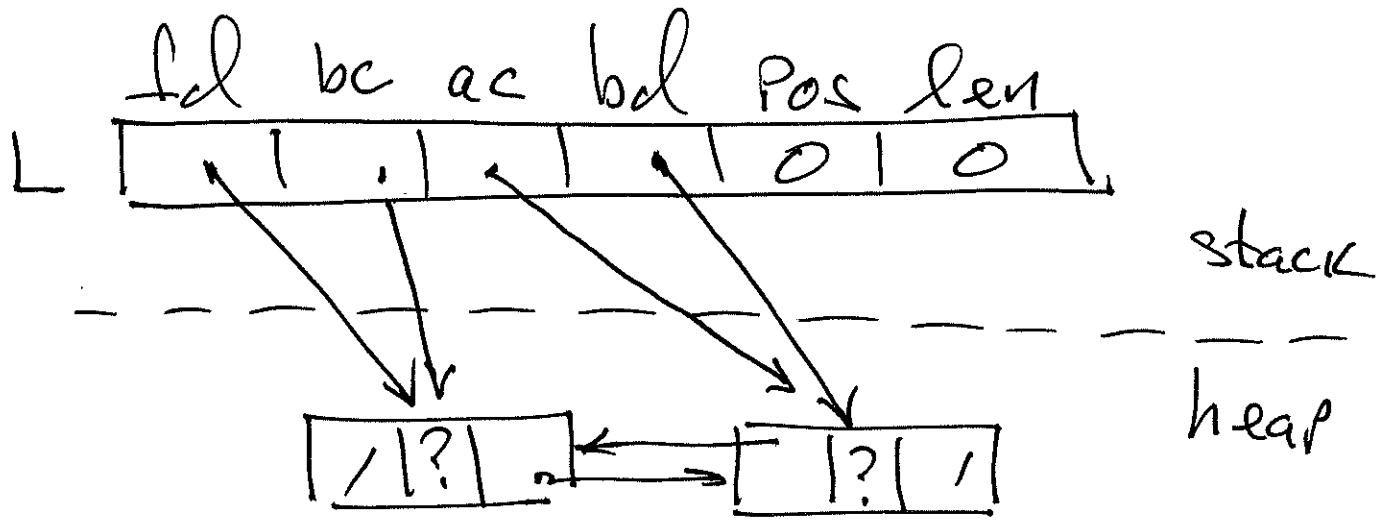
```
List* pL = new List();
```



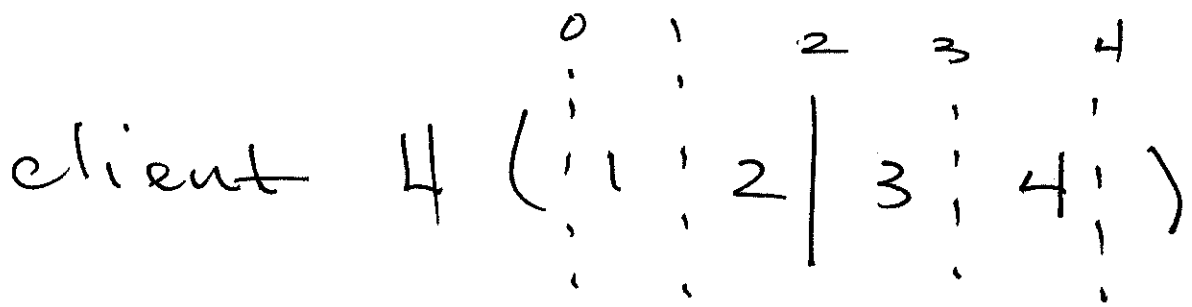
List empty state:

client: $L = (|)$

inside:



non empty state :



inside

