Have patience with pointers: you really need them to use C++. And how to swap variables values.

First, review reference parameters.

Dynamic Memory via new POINTERS and sec. 4.1 of DS0 continues.

CSI 310: Lecture 5
```c
int TEMP; int *P1; int *P2; int I = 1928; int J = 2003;
P1 = &I;
TEMP = *P1;
P2 = &J;
*P1 = *P2;
*P2 = TEMP;
```

In TEMP; int *P1; int *P2; int I = 1928; int J = 2003;
int *TPP; int *P1; int *P2; int I=1928; int J=2003;
P1 = &I; P2 = &J;
TPP = P1;
P1 = P2;
P2 = TPP;

p2 = TPP
p1 = p2
TPP = p1
p1 = &I; p2 = &J;

Garbage;
Zunki;

int *TPP; int *P1; int *P2; int I=1928; int J=2003;

Junk! Garbage!