Chapter 9
1. What does the indirection/dereference operator do?
2. So far you have learned three different uses for the * operator. What are they?
3. What is the purpose of the new operator?
4. What is the purpose of the delete operator?
5. Look at the following code:
   ```cpp
   int x = 7;
   int* ptr = &x;
   ```
   What will each of the following statements output to the console?:
   ```cpp
   cout << *ptr;
   cout << ptr;
   ```
6. Each byte in memory is assigned a unique __________.
7. The __________ operator can be used to determine a variable’s address.
8. __________ variables are designed to hold memory addresses.
9. The __________ operator can be used to work with the variable a pointer points to.
10. Creating variables while a program is running is called __________. 