Pointer Arithmetic

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  - Pointers have a type
  - The type can be used to allow pointer arithmetic
    - Addition and subtraction of pointers is done in increments of the "type" size.
      - E.g. ints → 4Bytes, chars → 1Byte
      - The allowed operations on pointers are: +, -, ++, --

```
int* foo;
int* soo;
int loo;

foo = &boo;          // assume boo is located at 0x1000 with value 25
soo = foo + 2;       // soo now has the value 0x1008
foo++;               // foo now has the value 0x1004
loo = *(soo – 2);    // loo now equals 25
```

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```
char* foo;
char* soo;
char loo;

foo = &boo;          // assume boo is located at 0x1000 with value 'a'
soo = foo + 2;       // soo now has the value 0x1002
foo++;               // foo now has the value 0x1001
loo = *(soo – 2);    // loo now equals 'a'
```