

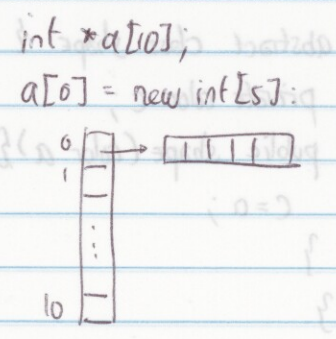
```
Person * p;
```

```
int x = 5;  
int y = x; // read value of x
```

*p = take p's value as addr,
modify the value at that address

= *p means "read" instead of "modify"

```
INTERFACE class X {  
    public:  
    f1  
    f2  
    :  
}
```



```
Const int x;  
Constructor(...) : x(5) {  
    x = // error  
}
```

STATIC - attribute
- function
shared by all objects of this class

