```
int * intPtr;

intPtr = new int;
```

```
          intPtr
       ┌──────────┐            ┌──────────┐
       │  0x020   │    0x020   │          │
       └──────────┘            └──────────┘
```

```
                      *intPtr
          intPtr
       ┌──────────┐            ┌──────────┐
       │  0x020   │    0x020   │          │
       └──────────┘            └──────────┘
```
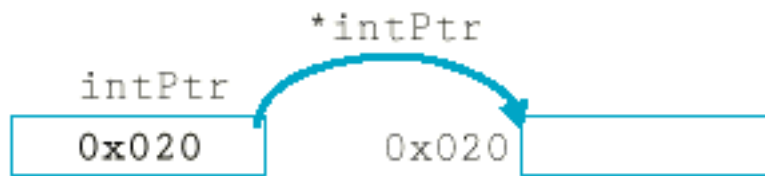
```
int * arrayPtr;

arrayPtr = new int[10];
```

```
  arrayPtr
┌──────────┐
│  0x032   │
└──────────┘

       ┌───┬───┬───┬───┬───┬───┬───┬───┬───┬───┐
       │   │   │   │   │   │   │   │   │   │   │
       └───┴───┴───┴───┴───┴───┴───┴───┴───┴───┘
      0x032
```

```
  arrayPtr
┌──────────┐
│  0x032   │
└──────────┘

        [0]  [1]  [2]  [3]  [4]  [5]  [6]  [7]  [8]  [9]
       ┌───┬───┬───┬───┬───┬───┬───┬───┬───┬───┐
       │   │   │   │   │   │   │   │   │   │   │
       └───┴───┴───┴───┴───┴───┴───┴───┴───┴───┘
      0x032
```
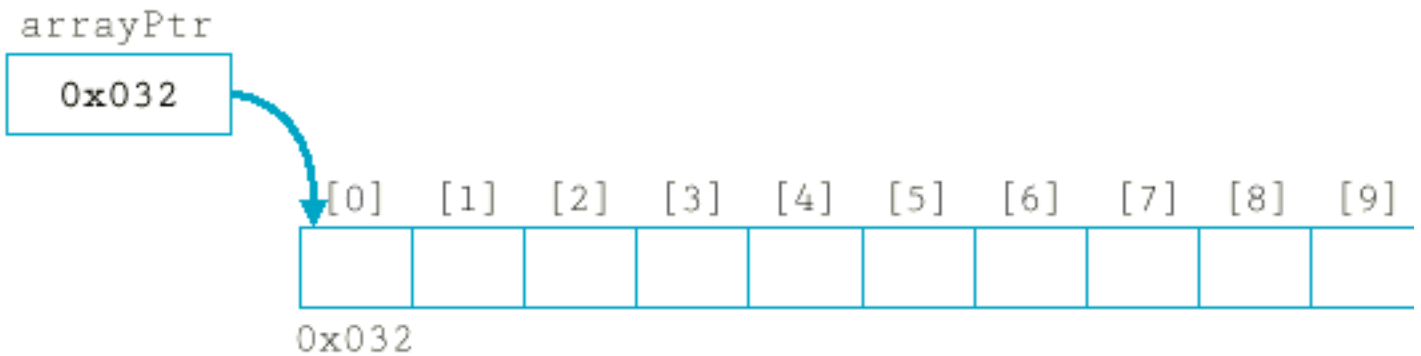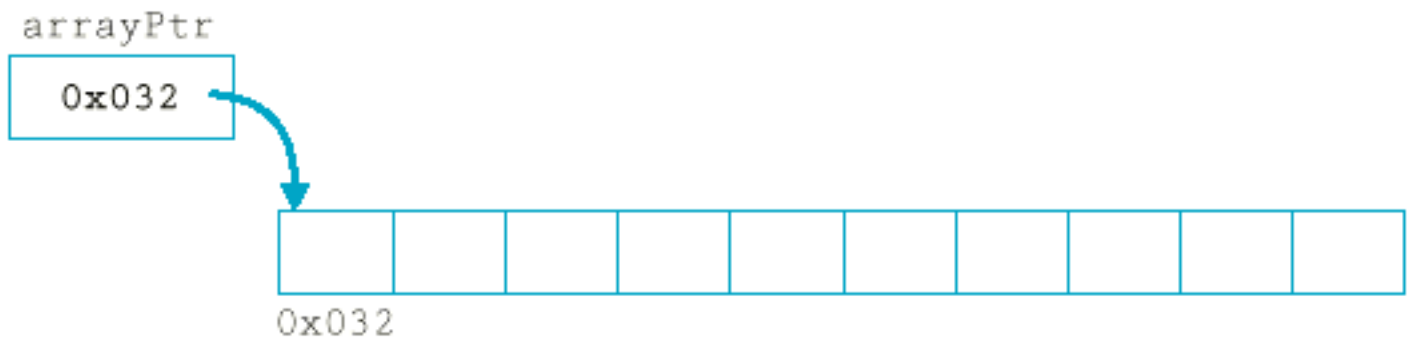
```
vector<int> intVector(10);
```

intVector

| tPtr | | [0] | [1] | [2] | [3] | [4] | [5] | [6] | [7] | [8] | [9] |

mySize
10

. . .