bytes, depending on the computer system. (Some systems might have larger addresses, and a system can use different address sizes for different types.)

You can use a declaration statement to initialize a pointer. In that case, the pointer, not the pointed-to value, is initialized. That is, the statements

```c
int higgens = 5;
int * pt = &higgens;
```

set `pt` and not `*pt` to the value `&higgens`.

**Listing 4.11** demonstrates how to initialize a pointer to an address.

**Listing 4.11 init_ptr.cpp**

```c
#include <iostream>
using namespace std;

int main()
{
    int higgens = 5;
    int * pt = &higgens;

    cout << "Value of higgens = " << higgens << "; Address of higgens = " << &higgens << "\n";
    cout << "Value of *pt = " << *pt << "; Value of pt = " << pt << "\n";
    return 0;
}
```

Here is the output:

```
Value of higgens = 5; Address of higgens = 0068FDF0
Value of *pt = 5; Value of pt = 0068FDF0
```

You can see that the program initializes `pt`, not `*pt`, to the address of `higgens`. 