cout << stacks[0] << " " << stacks[1] << "\n";
cout << "access two elements with pointer notation\n";
cout << *stacks << " " << *(stacks + 1) << "\n";
cout << sizeof wages << " = size of wages array\n";
cout << sizeof pw << " = size of pw pointer\n";
return 0;
}

Here is the output:

pw = 0x0065fd24, *pw = 10000
add 1 to the pw pointer:
pw = 0x0065fd2c, *pw = 20000

ps = 0x0065fd3c, *ps = 3
add 1 to the ps pointer:
ps = 0x0065fd3e, *ps = 2

access two elements with array notation
3 2
access two elements with pointer notation
3 2
24 = size of wages array
4 = size of pw pointer

Program Notes

In most contexts, C++ interprets the name of an array as the address of its first element. Thus, the statement

double * pw = wages;

makes pw a pointer to type double and then initializes pw to wages, which is the address of the first element of the wages array. For wages, as with any array, we have the following equality:

wages = &wages[0] = address of first element of array