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| **EX09-06.cpp:** *Playing Naughty with Pointer Casting* | |
| **Line#** | **Code** |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16 | #include <iostream>  using namespace std;  int main() {  int n = 0x12345678;  char\* p = (char\*)&n;  cout << hex << n << endl;  p[2] = 99;  \*(p + 2) = 99;  p++;  \*p = 0;  cout << hex << n << endl;  return 0;  } |