C++ MEMBER DOT & ARROW OPERATORS

The . *dot* operator and the -> *arrow* operator are used to reference individual members of classes, structures, and unions.

The dot operator is applied to the actual object. The arrow operator is used with a pointer to an object. For example, consider the following structure:

```
struct Employee {
   char first_name[16];
   int  age;
} emp;
```

The . dot operator:

To assign the value "zara" to the **first_name** member of object emp, you would write something as follows:

```
strcpy(emp.first_name, "zara");
```

The –> arrow operator:

If p_emp is a pointer to an object of type Employee, then to assign the value "zara" to the **first_name** member of object emp, you would write something as follows:

```
strcpy(p_emp->first_name, "zara");
```

The -> is called the arrow operator. It is formed by using the minus sign followed by a greater than sign.

Simply saying: To access members of a structure, use the dot operator. To access members of a structure through a pointer, use the arrow operator.

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