CS 126: C++ Object Review

Fill in as many blanks as you can. Feel free to work with your neighbors.
int myInt = 8;
int *myIntPointer;
myIntPointer = &myInt;
myIntPointer = new int;
int *myOtherIntPtr =
myIntPointer;
*myOtherIntPtr = 7;
int justAnInt = *myIntPointer;
cout << justAnInt << endl;

int a = 1, b = 2, c = 3;
int *p1 = &a;
int *p2 = &b;
int *p3 = &c;
p1 = p2;
*p1 = *p3;
*p3 = 5;
cout << a << " " << b << " " << c << endl;

int *anotherIntPtr = new int[10];
for (int i = 0; i < 10; i++) {
    anotherIntPtr[i] = i;
}
anotherIntPtr = &(anotherIntPtr[2]);
cout << *anotherIntPtr << endl;

for (int i = 0; i < 8; i++) {
    cout << anotherIntPtr[i] << endl;
}
int justAnInt = 7;
anotherIntPtr = &justAnInt;
cout << *anotherIntPtr << " ";
cout << anotherIntPtr[0] << endl;