Working with Pointers in C++/CLI

```cpp
//---get the names of the variables and assign the initial values
try
{

        int^ myInt = gcnew int;
        myInt =Convert::ToInt32(txtIntValue ->Text->Trim());
        int^ *ptrInt =nullptr;
        ptrInt = &myInt;

        //Using String::Format() like this is called composite formatting, the "X" format provides formatting to hexadecimal.

        //---string hexOutput = String::Format("{0:X8}", value);  X8 = 8 bytes
        String^ intLocHex = String::Format("{0:X8}", (UInt64)&ptrInt);  // cast ptrInt type to unsigned int64


        double nameOfDouble = Convert::ToDouble(txtDoubleValue->Text->Trim());
        double *ptrDouble =nullptr;
        ptrDouble= &nameOfDouble;
        String^ doubleLocHex = String::Format("{0:X8}", (UInt64)&ptrDouble);  // cast ptrDouble type to unsigned int64


        String^ nameOfString = txtStringValue->Text->Trim();
        String^ *ptrString = nullptr;
        ptrString = &nameOfString;
        String^ stringLocHex = String::Format("{0:X8}", (UInt64)&ptrString);  // cast ptrString type to unsigned int64

        //---now display it
        lblMemLocInt->Text =intLocHex;
```