

# Fixing Managed Data in Memory

```
using System;

public class MyClass
{
public unsafe static void Main()
{
int i;
int [] intArr;

intArr = new int [5];
fixed(int * IntegerPointer = intArr)
{
for(i = 0; i < 5; i++) IntegerPointer[i] = i; } for(i = 0; i <
5; i++) Console.WriteLine(intArr[i]); } } [/csharp]
```