

Compare pointer

```
// compile with: /unsafe

class CompareOperators
{
unsafe static void Main()
{
int x = 234;
int y = 236;
int* p1 = &x;
int* p2 = &y;

System.Console.WriteLine(p1 < p2); System.Console.WriteLine(p2
< p1); } } [/csharp]
```