

# 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]
```