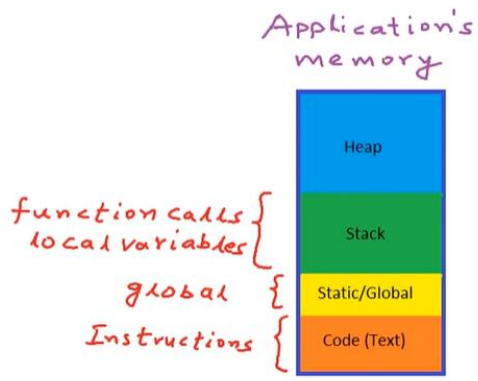
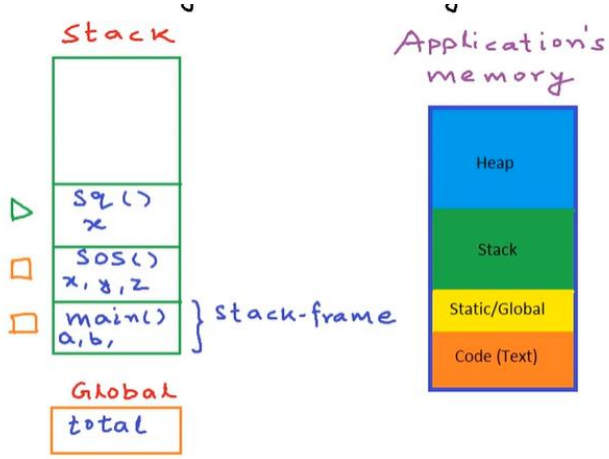
Pointers and dynamic memory

```c
#include<stdio.h>
int total;
int Square(int x)
{
    return x*x;
}
int SquareOfSum(int x,int y)
{
    int z = Square(x+y);
    return z;
}
int main()
{
    int a = 4, b = 8;
    total = SquareOfSum(a,b);
    printf("output = %d",total);
}
```




```c
#include<stdio.h>
int total;
int Square(int x)
{
    return x*x;  // z^2
}
int SquareOfSum(int x,int y)
{
    int z = Square(x+y);
    return z;  // (x+y)^2
}
int main()
{
    int a = 4, b = 8;
    total = SquareOfSum(a,b);
    printf("output = %d",total);
}
```

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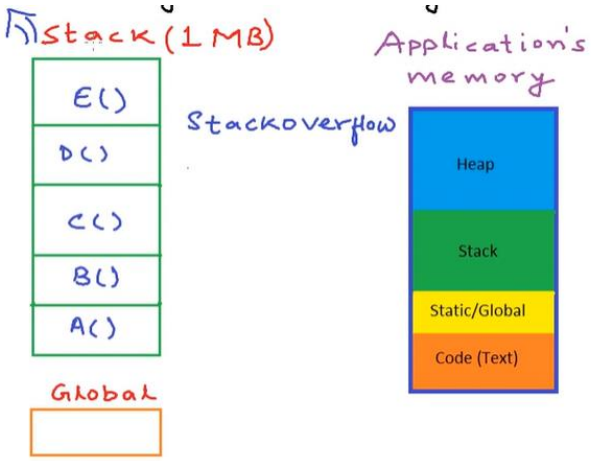


```c
#include<stdio.h>
#include<stdlib.h>
int main()
{
   int a; // goes on stack
   int *p;
   p = (int*)malloc(sizeof(int));
   *p = 10;
   p = (int*)malloc(sizeof(int));
   *p = 20;
```