

Pointer takes 2 bytes

malloc return void pointer

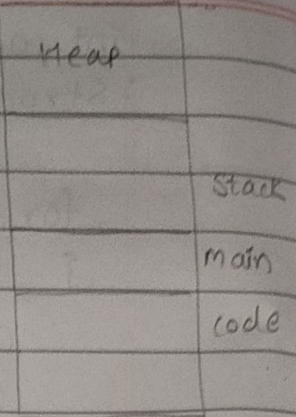
Heap memory

Pointer → Address variable

Date: 30/11/2021
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- Program (sequence of instructions in programming language that a comp need to execute) can access only code & stack section of memory. To access Heap ^{or any} external resources, pointer is required

external file or



- Uses

- 1) Accessing Heap
- 2) Accessing any external resources
- 3) parameter passing

int *p; ← declaration

p = &a; ← Initializing

printf("%d", *p); ← dereferencing

→ To allocate Heap memory → library file → `<stdlib.h>`
function → malloc

int *p;

p = (int*) malloc(5 * size of (int)); → for C
↑ to return int pointer ↑ array size (no. of element it can hold)
p = new int[5]; → for C++
} creating array in Heap memory.

~~To delete~~

→ deallocating the memory in heap

for C :- free(p);

for C++ :- delete [] p;

← Only for array