

CHAPTER

11

Dynamic Memory Allocation

C is a language with some fixed rules of programming for example: Changing the size of an array is not allowed.

DMA

Dynamic Memory Allocation is a way to allocate memory to a data structure during the runtime. We can use DMA functions available in C to allocate and free memory during runtime.

Functions for DMA in C

Following functions are available in C to perform Dynamic memory Allocation:

- 1> malloc()
- 2> calloc()
- 3> free()
- 4> realloc()

malloc() function

malloc stands for memory allocation. It takes number of bytes to be allocated as an input and returns a pointer of type void.

Syntax:

$\text{ptr} = (\text{int} *) \text{malloc}(30 * \text{sizeof}(\text{int}))$

Casting void pointer to int.

Space for 30 int

↳ return size of 1 int

DATE: / /

The expression returns a null pointer if the memory cannot be allocated.

Quick Quiz: Write a program to create a dynamic array of 5 floats using malloc().

calloc() function

calloc stands for continuous allocation. It initializes each memory block with a default value of 0.

Syntax:

```
ptr = (float*)calloc(30, sizeof(float));
```

↑
Allocates contiguous space in memory for 30 blocks (float).

If the space is not sufficient, memory allocation fails and a NULL pointer is returned.

Quick Quiz: Write a program to create an array of size n using calloc where n is an integer entered by the user.

free() function

We can use free() function to de allocate the memory.

The memory allocated using calloc/malloc is not deallocated automatically.

Syntax:

```
free(ptr); // Memory of ptr is released.
```

Quick Quiz: Write a program to demonstrate the usage of `free()` with `malloc()`.

`realloc()` function

Sometimes the dynamically allocated memory is insufficient or more than required.

`realloc` is used to allocate memory of new size using the previous pointer and size.

Syntax:

```
ptr = realloc(ptr, newSize);
```

```
ptr = realloc(ptr, 3 * sizeof(int));
```



ptr now points to this new block of memory capable of storing 3 integer.

Chapter 11

Practice Set

Q.1 Write a program to dynamically create an array of size 6 capable of storing 6 integers.

Q.2 Use the array in problem 1 to store 6 integers entered by the user.

Q.3 Solve problem 1 using `calloc()`.

Q.4 Create an array dynamically capable of storing 5 integers. Now use `realloc` so that it can now store 10 integers.

Q.5 Create an array of multiplication table of 7 upto 10 ($7 \times 10 = 70$). Use `realloc` to make it store 15 numbers (from 7×1 to 7×15).

Q.6 Attempt problem 4 using `calloc()`.