**Dynamic Memory Allocation**

**Stack Memory Allocation:**

The memory is allocated on the function call stack. The memory gets deallocated as soon as the function call gets over. Deallocation is handled by the compiler.

**Heap Memory Allocation:**

Allocation takes place on the pile of memory space available to programmers to allocated and de-allocate. The programmer has to handle the deallocation. **NOTE**: It is different from the heap data structure.

**Delete Operator :**

To de-allocate a memory p, we pass its address to the delete() function.

// to de-allocated a memory

// pointed by pointer 'p'

delete(p)

**New Operator :**

New operator is used to allocate a block of memory of the given data type.

// syntax

// myPointer = new <data\_type>[size];

int \*p = new int[10];

**Dangling Pointer :**

If the memory location pointed by the pointer gets freed/ deallocated, then the pointer is known as the Dangling Pointer.