Main memory Stack main grades X destructor is called to free the array 💘 Heap Const + Global Code

```
class Student {
  private:
    int* grades;
  public:
    Student(int size) {
      grades = new int[size]; // Dynamically allocate an integer
    ~Student() {
      delete[] grades; // Free the dynamically allocated array
int main(void){
  Student x(3); // dynamically allocates an array of 3 integers
  return 0;
} // x goes out of scope, but the array was never freed
```