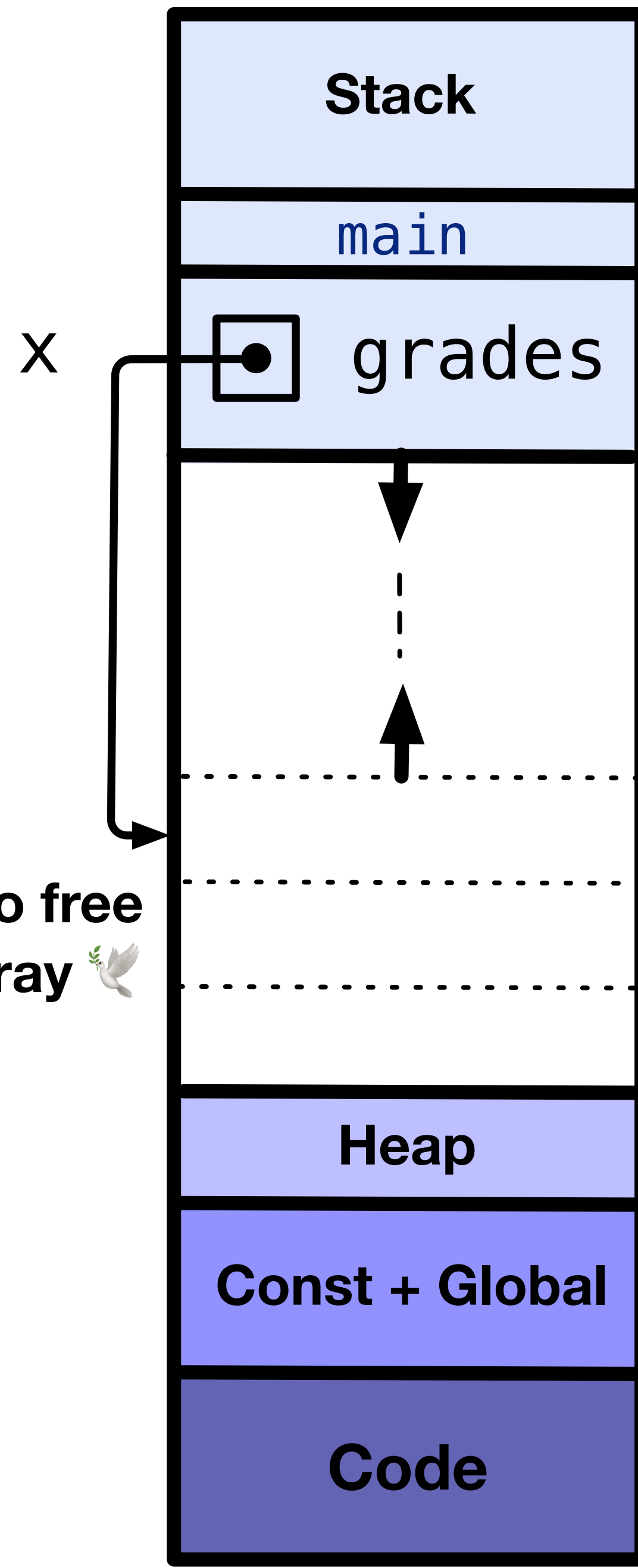


## Main memory



```
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
```