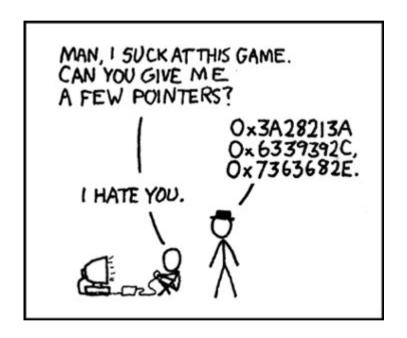
C++ Pointers (Part II)



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Every computer, at the unreachable memory address 0x-1, stores a secret. I found it, and it is that all humans ar-- SEGMENTATION FAULT XKCD (https://xkcd.com/138/)

Pointers (recap)

- Pointer values are memory addresses
- A pointer does not know the number of elements that it's pointing to.
- A pointer does know the type of the object that it's pointing to
- Stack: Stores local data, return addresses, used for parameter passing
 - Local variables
 - Cleared when out of scope
- **Heap:** You would use the heap if you don't know exactly how much data you will need at runtime or if you need to allocate a lot of data
 - Accessed using new and delete
 - Memory leaks manual delete of used memory