

# 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*