

# C++ LAUNCHPAD



## Lecture-10

# Misc Topics

- Dynamic Allocation
- Space Time Complexity Analysis

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Any doubts?

# Pointers Recap

# Recap

1. How to define pointers?
2. Address of Operator?
3. Dereference operator?
4. Arithmetic Operators on pointers?
5. Arrays & Pointers
6. Reference Variables
7. Pass by reference
8. Returning pointers or References from functions

# Address typecasting

# Dynamic Memory Allocation!

# Allocating Memory

There are two ways that memory gets allocated for data storage:

- Compile Time (or static) Allocation
  - Memory for named variables is allocated by the compiler
  - Exact size and type of storage must be known at compile time
  - For standard array declarations, this is why the size has to be constant
- Dynamic Memory Allocation
  - Memory allocated "on the fly" during run time
  - dynamically allocated space usually placed in a program segment known as the heap or the free store
  - Exact amount of space or number of items does not have to be known by the compiler in advance.
  - For dynamic memory allocation, pointers are crucial



# Dynamic Memory Allocation

- We can dynamically allocate space while the program is running but we cannot create new variable names “on the fly”
- For this reason, dynamic allocation requires two steps
  1. Creating the dynamic space
  2. Storing its address in a pointer
- To dynamically allocate memory in C++, we use new operator
- De-allocation:
  - De-allocation is the “clean-up” of space being used by variable



# De-allocation

- De-allocation is the “clean up” of space being used by variables or other data storage
- Compile time variable are automatically deallocated based on their know scope
- It is the programmer's job to deallocate dynamically created memory
- To de-allocate dynamic memory we use delete operator



## new operator contd..

```
int * p;    // declare a pointer p  
p = new int; // dynamically allocate an int and  
load address into p
```

```
double * d; // declare a pointer d  
d = new double; // dynamically allocate a double  
and load address into d
```

// we can also do these in single line statements

```
int x = 40;
```

```
int * list = new int[x];
```

```
float * numbers = new float[x+10];
```



# delete operator

- To de-allocate memory that was created with new, we use the unary operator delete. The one operand should be a pointer that stores the address of the space to be deallocated:

```
int * ptr = new int;    // dynamically created int
// ...
```

```
delete ptr;            // deletes the space that ptr points to
```

**Note that the pointer ptr still exists in this example. That's a named variable subject to scope and extent determined at compile time. It can be reused:**

- To deallocate a dynamic array, use this form:

```
int * list = new int[40]; // dynamic array
```

```
delete [] list;          // deallocates the array
```

```
list = 0;                // reset list to null pointer
```

**After deallocating space, it's always a good idea to reset the pointer to null unless you are pointing it at another valid target right away.**

Lets see an example!

# Order Complexity Analysis

Amount of time/space taken by the algorithm  
to run as a function of the input size

# Experimental Analysis

- Selection Sort vs Merge Sort

# Theoretical Analysis

- Bubble Sort
- Binary Search
- Factorial
- Polynomial Evaluation



# Your turn

- Insertion sort
- Fibonacci

# Complexity Analysis Examples

```
for (i=0; i<=n-1; i++){  
    for (j=i+1; j<=k; j++){  
        constant number of operations.  
    }  
}
```

# Complexity Analysis Examples

```
for (i=0; i<=n-1; i++){  
    for (j=i+1; j<=n; j++){  
        constant number of operations.  
    }  
}
```

# Complexity Analysis Examples

```
for (i=0; i<=n-1; ){  
    for (j = 0; j<k; j++){  
        constant number of operations.  
    }  
    i = i + j;  
}
```

# What is space complexity?

# What in case of recursion?

HW - Go through the  
assignments

# C++ LAUNCHPAD



Thank You!

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