

allocat time

↳ static allocate →

① size known by compiler
processor
before runtime

② size can't edit during
time

③ stack / data segment

↳ Dynamic

↳ size unknown

↳ size by user

↳ heap

↳ Some function used to allocate memory dynamic

↳ ① stdlib → #include <stdlib>

(malloc, calloc, realloc, free)

→ malloc → Function → Input take number of Byte
↳ Void Pointer
Address First Byte.

→ uint8_t *ptr = (uint8_t*) malloc (8);



