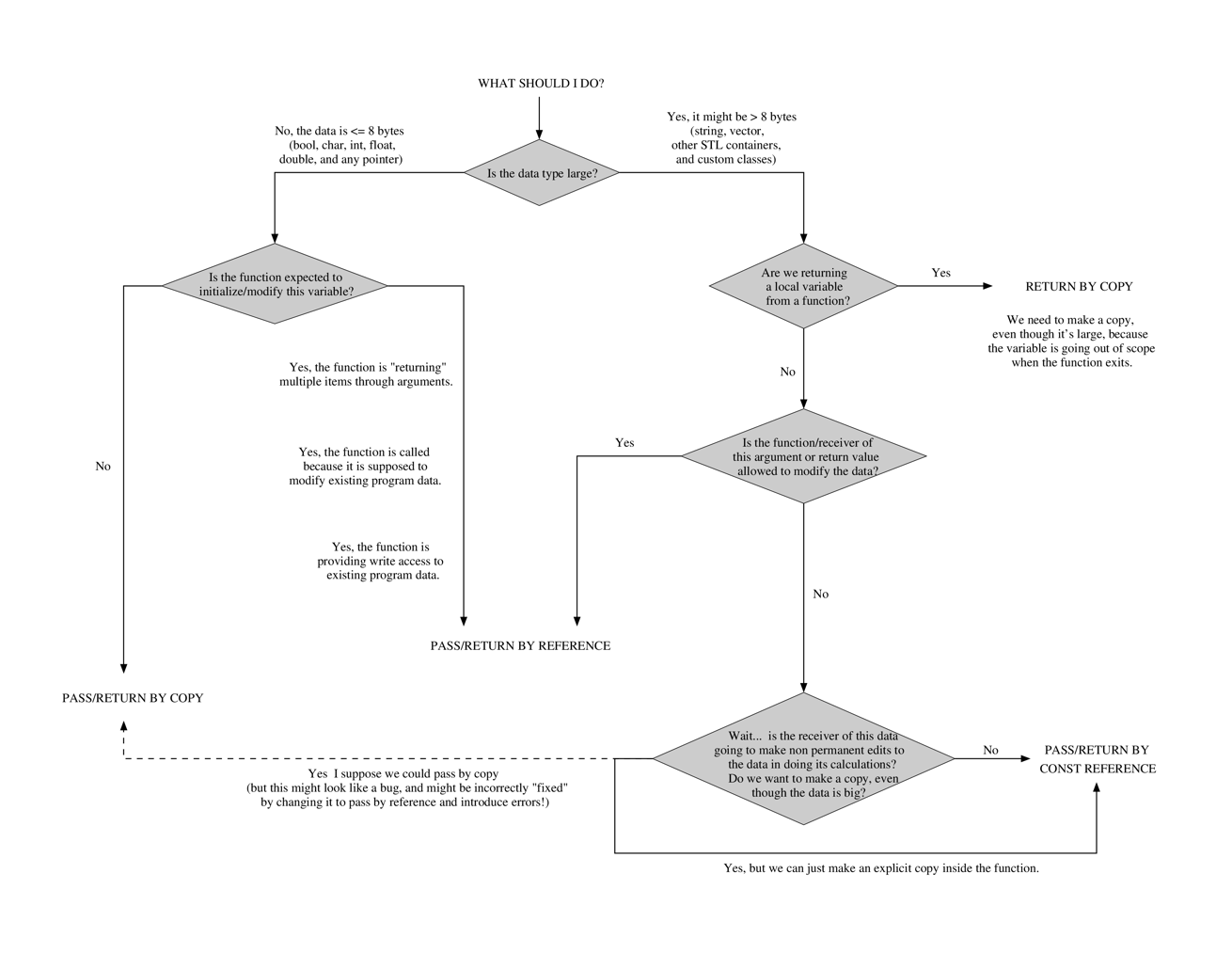
|  |
| --- |
| DYNAMIC MEMORY: DELETES  If you have an array in a heap array, delete the array in the array before the heap array.  \*In 2-D arrays 🡪 Delete all the arrays and then the outer array. |

🡪Declare the pointer before creating heap alloc:

|  |  |
| --- | --- |
| Float\* oat[3];  Oat[1] = new float; \*oat[1] = 3.14;  Oat[2] = new float; \*oat[2] = 6.02;  Float rice;  Float \*wheat;  Wheat = oat[2];  Float \*\*barley = new float\*;  \*barley = oat[1]; | A screenshot of a cell phone  Description automatically generated |

Classes:

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Implementation:

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**A screenshot of a cell phone

Description automatically generatedDynamic Memory (2-D)**

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| **Vectors:**  Declare: std::vector < double > vector\_name;   * Vectors can only be copied to ones with the same type.   Vector\_name.size(); //Capacity  Vector\_name.begin(), vector\_name.end(); //Iterator  Vector\_name.push\_back(value) //Modifiers  Vector\_name[ ]; //Accessor |

|  |
| --- |
| **WHEN TO USE “const”:**  Declaring a function in .h file (and subsequentially in implementation file) 🡪 After function ( ).  Member functions that do not change member variables (passing by argument) 🡪 before the class name  Ex:  bool Date::isEqual (const Date &date2) const; |

**A screenshot of a cell phone

Description automatically generatedMemory Debugging**

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| **Creating a new object:**  Class object\_name( argument ) |

**Memory Diagrams**

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