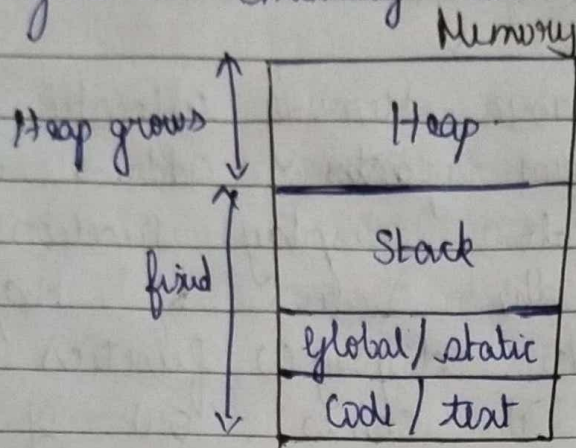


C-137 \Rightarrow Memory leak in C

In proper use of heap; allocating memory dynamically but not releasing

* It is a problem in both C/C++. This problem occurs due to improper use of dynamic memory or heap section.



\rightarrow Memory layout for any applications

* Heap section memory grows according to our needs and it is not fixed.

* But stack section is fixed based on the number of local variables and functions we declare

Program ① [This program is concept of memory allocation with STM and no memory leak]

```
int sum();
```

```
{
```

```
    int sum=0;
```

```
    int a=10, b=11;
```

```
    sum = a+b;
```

```
    printf("%d", sum);
```

```
}
```

```
int main()
```

```
{
```

```
    int ch=1;
```

```
    while(ch);
```

```
{
```

```
    sum();
```

```
}
```

```
    printf("Continue?");
```

```
    scanf("%d", &ch);
```

```
} }
```

ch value

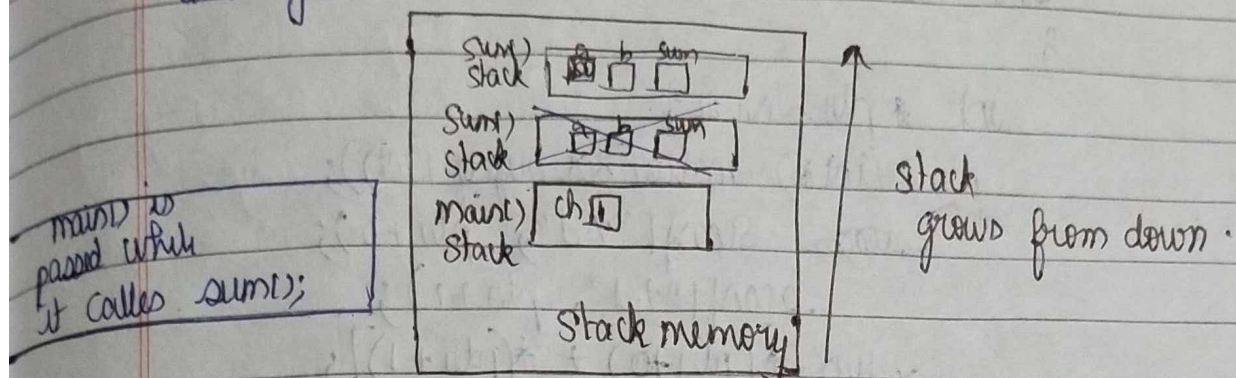
1 \rightarrow Continue

0 \rightarrow Stop

Date _____
Page _____

* Now the program starts execution from main memory.

* So first `main()` will get allocated memory space in stack; then when it calls `sum()` a separate stack frame is created for `sum()` and gets executed.



* Now when `sum()` gets executed and comes out of its scope; the memory allocated for this `sum()` stack frame is released or de-allocated.

* Now in `main()`, it gets unpassed since it needs to execute the next statement declared in it after `sum()` (i.e. `printf("Continue")` and enter the choice (`scanf("%d", &ch)`).

* If the user gives choice as 1, the while loop continues and again a new stack frame for `sum()` is allocated.

* This process continues until we give choice as 0. This entire process is based on static memory allocation.

Program 2 :- using DMA [This program will free the heap section ~~in~~; no memory leak]

* Now if the same program, we allocate memory using DMA in heap section.

```
int sum()
{
    int *ptr = NULL;
    ptr = (int*) malloc(2 * size of (int));
    scanf scanf("%d", ptr + 0);
    scanf("%d", ptr + 1);
    sum = (*ptr + 0) + (*ptr + 1);
    printf("%d", sum);
}
```

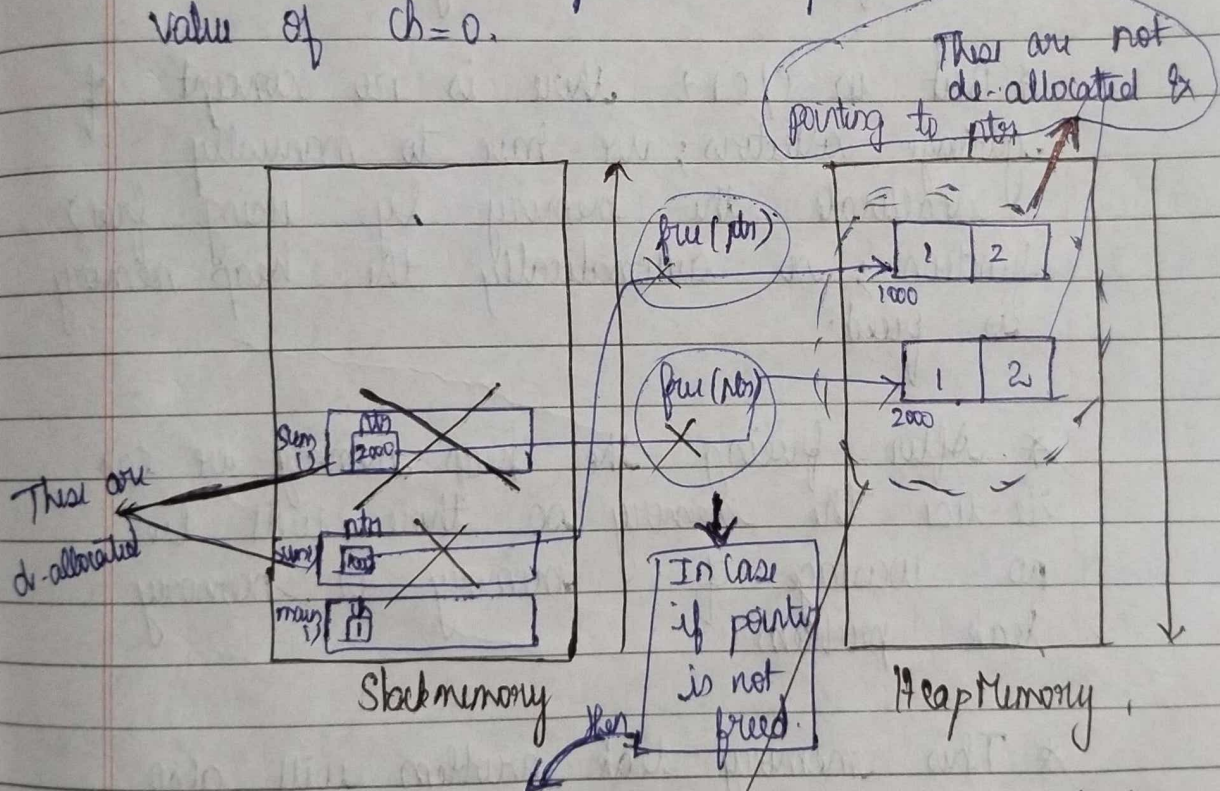
```
int main()
{
    int ch = 1;
    while (ch)
    {
        sum();
        printf("Continue?");
        scanf("%d", &ch);
    }
}
```

* Now the program starts execution from main() and the stack frame for main() is created in stack section. Then inside while loop it calls sum(), now main() is paused and now a separate stack frame for sum() is created.

* But now we allocate a heap section for initializing two variables using pointer inside `sum()`.

* So `ptr` pointer points to heap section and values are initialized; we do addition & put in `sum` variable. Now the `sum()` gets terminated and comes out of its scope, so the allocated memory for `sum()` stack frame is de-allocated automatically and so the pointer inside it is ~~not~~ deallocated; ~~but~~ the heap section is allocated memory & initialized contents are still present. but memory is released by pointer so it can be ~~re-used~~

* Now again in `main()` if user gives `ch=1`, then the same process repeats until the value of `ch=0`.



This leads to memory leakage in heap section and we are supposed to deallocate these memory & these memories act as garbage collectors/values. and it cannot be re-used.

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* So memory leakage at some point of time leads to exhaustion of memory.

* But memory is very crucial resource & hence we should not waste the memory.

NOTE:

* So improper use of heap leads to memory leak since we have not properly de-allocated the memory is heap.

NOTE:

* In Java/C# we have a automatic garbage collection and hence it will identify all these garbage values automatically and it will free those memory.

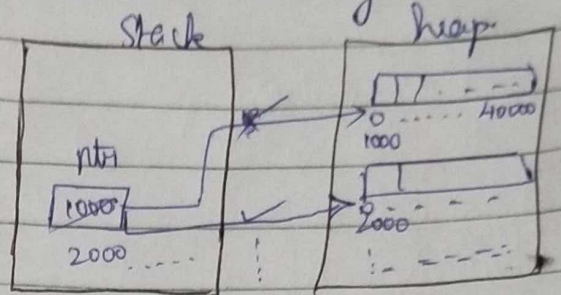
* But in C/C++ there is no concept of garbage collectors; we have to manually deallocate the memory by using `free()` function; so automatically the heap memory is freed.

* After freeing the heap memory; we can re-use the memory so there will be no wastage of memory or memory leak problem.

* This memory leak problem will also reduce the performance of the memory and also the memory gets exhausted at some point of time.

Program 3 [This program using DMA; will not free the heap section which leads to memory leak]

```
int main()
{
    int ch=1;
    int *ptr;
    while (ch < 50)
    {
```



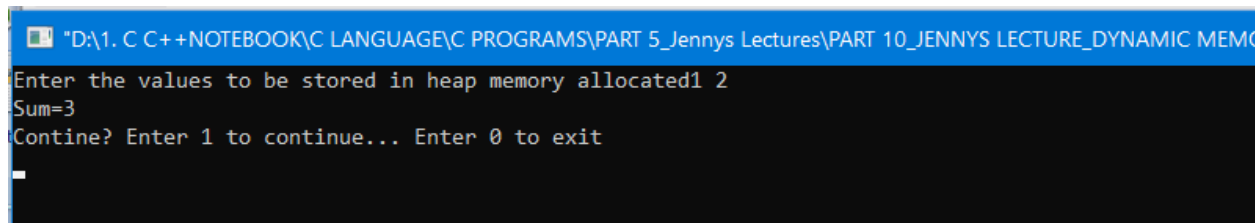
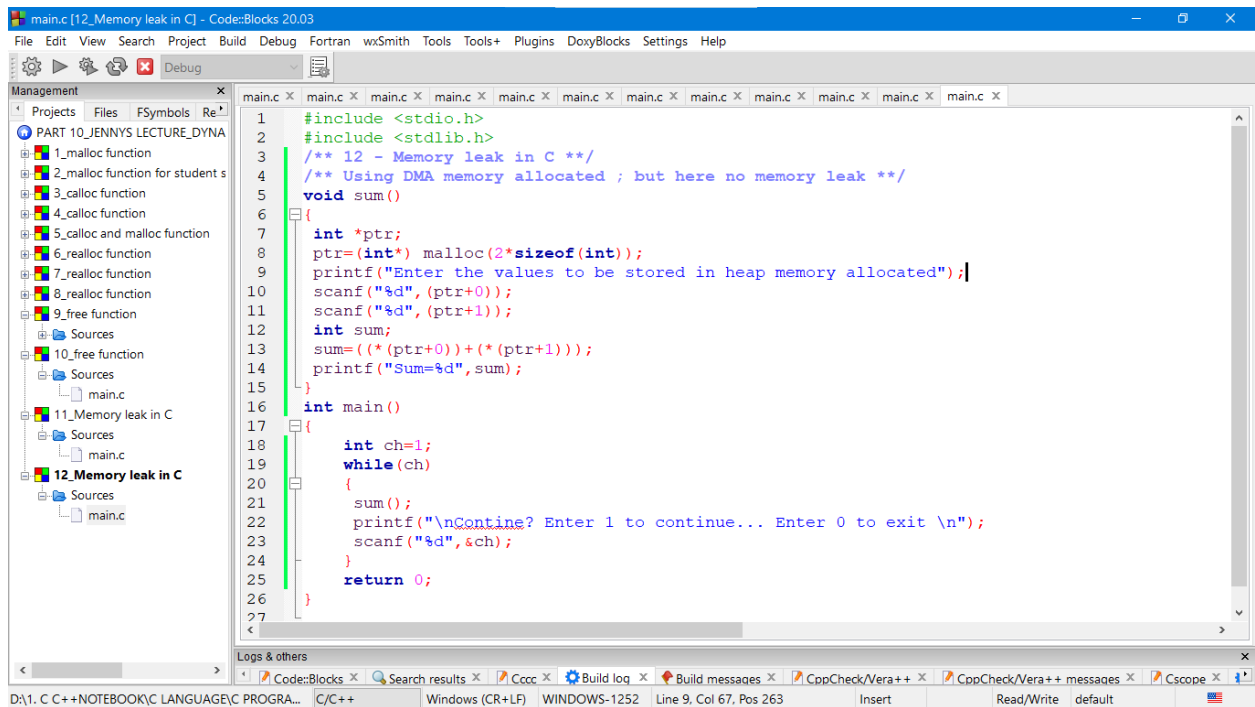
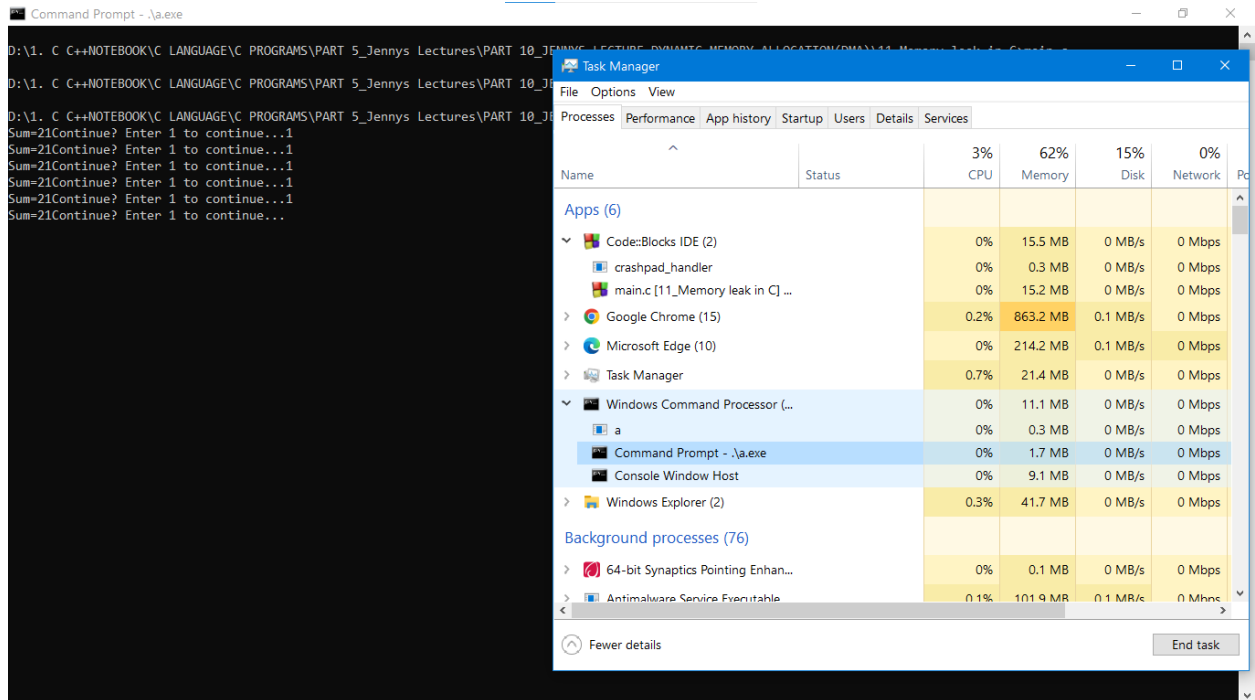
```
        printf("Memory leak demo");
        ptr = (int*) malloc(40000 * size of (int));
        printf("Continue ?? press 1 for Continue");
        scanf("%d", &ch);
    } // free(ptr);
}
```

* Run this program in cmd [gcc filename.c]
[.a.exe]
↳ To see executable file.

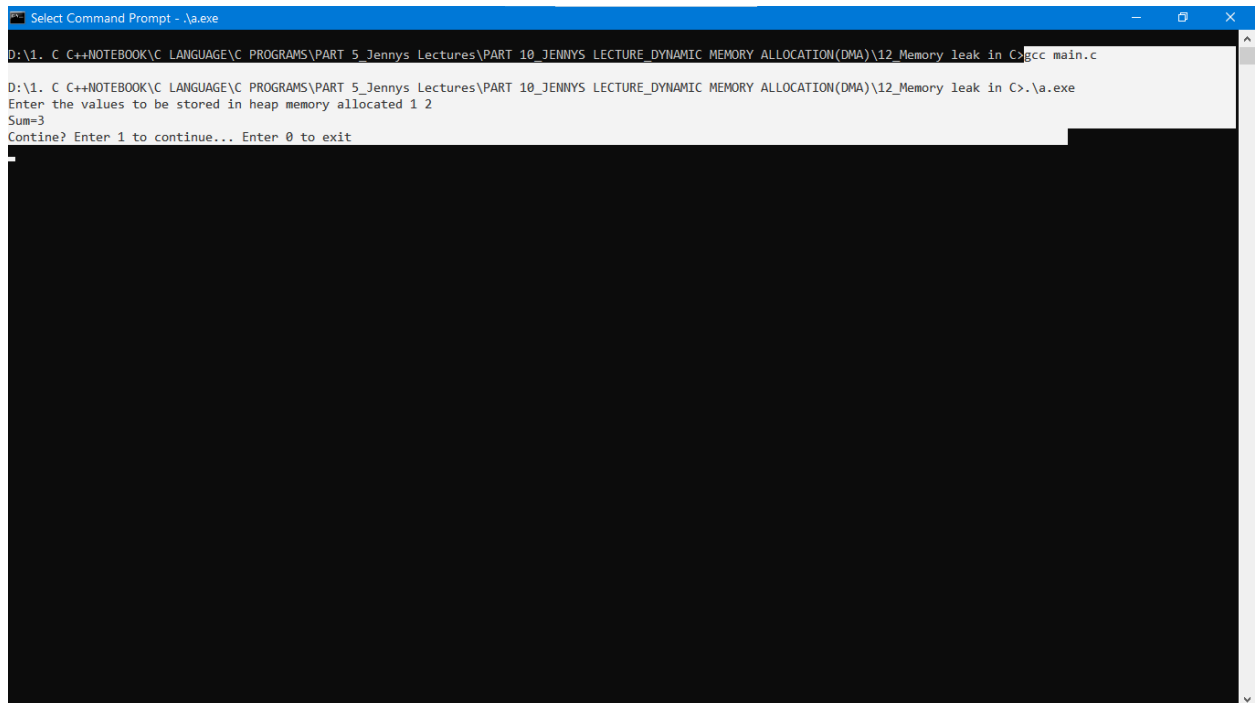
* Now open task manager; we can see [a.exe] and the memory consumption is 0.4 MB and now give 1 and enter and till 50.

* Each time the memory consumption is increased; can be seen in task manager.

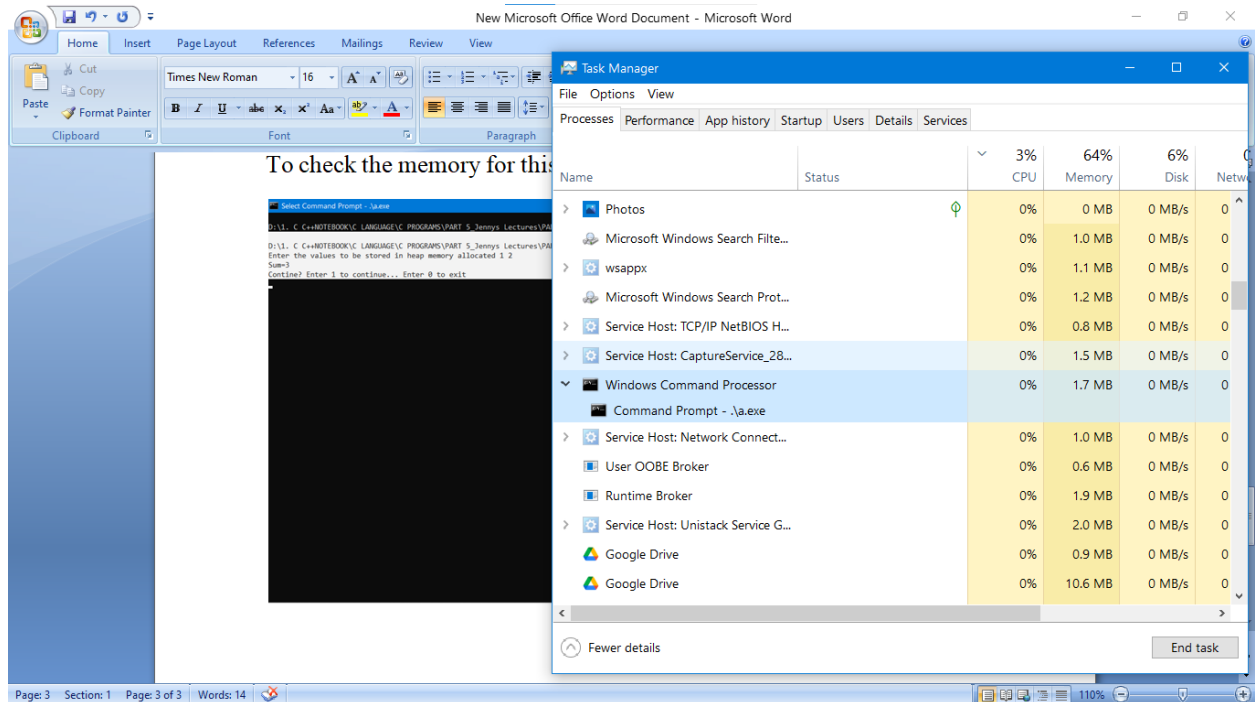
* Now if you free(ptr); now at every iteration we allocate & free memory; so the memory is not freed which can be seen in task manager.



To check the memory for this program run the as executable file in cmd,



```
Select Command Prompt - .\a.exe
D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PART 10_JENNY'S LECTURE_DYNAMIC MEMORY ALLOCATION(DMA)\12_Memory Leak in C>gcc main.c
D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PART 10_JENNY'S LECTURE_DYNAMIC MEMORY ALLOCATION(DMA)\12_Memory Leak in C>.\a.exe
Enter the values to be stored in heap memory allocated 1 2
Sum=3
Continue? Enter 1 to continue... Enter 0 to exit
```



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Times New Roman 16

To check the memory for this

Select Command Prompt - .\a.exe

D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PART 10_JENNY'S LECTURE_DYNAMIC MEMORY ALLOCATION(DMA)\12_Memory Leak in C>gcc main.c

D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PART 10_JENNY'S LECTURE_DYNAMIC MEMORY ALLOCATION(DMA)\12_Memory Leak in C>.\a.exe

Enter the values to be stored in heap memory allocated 1 2

Sum=3

Continue? Enter 1 to continue... Enter 0 to exit

Task Manager

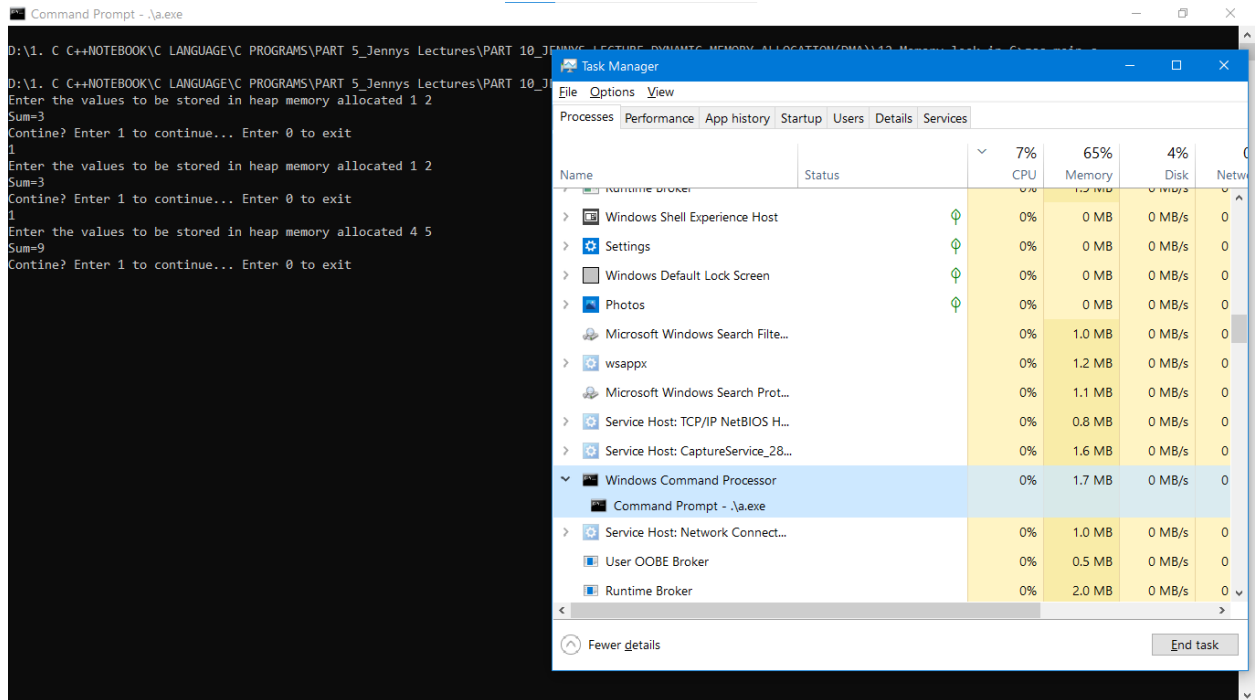
File Options View

Processes Performance App history Startup Users Details Services

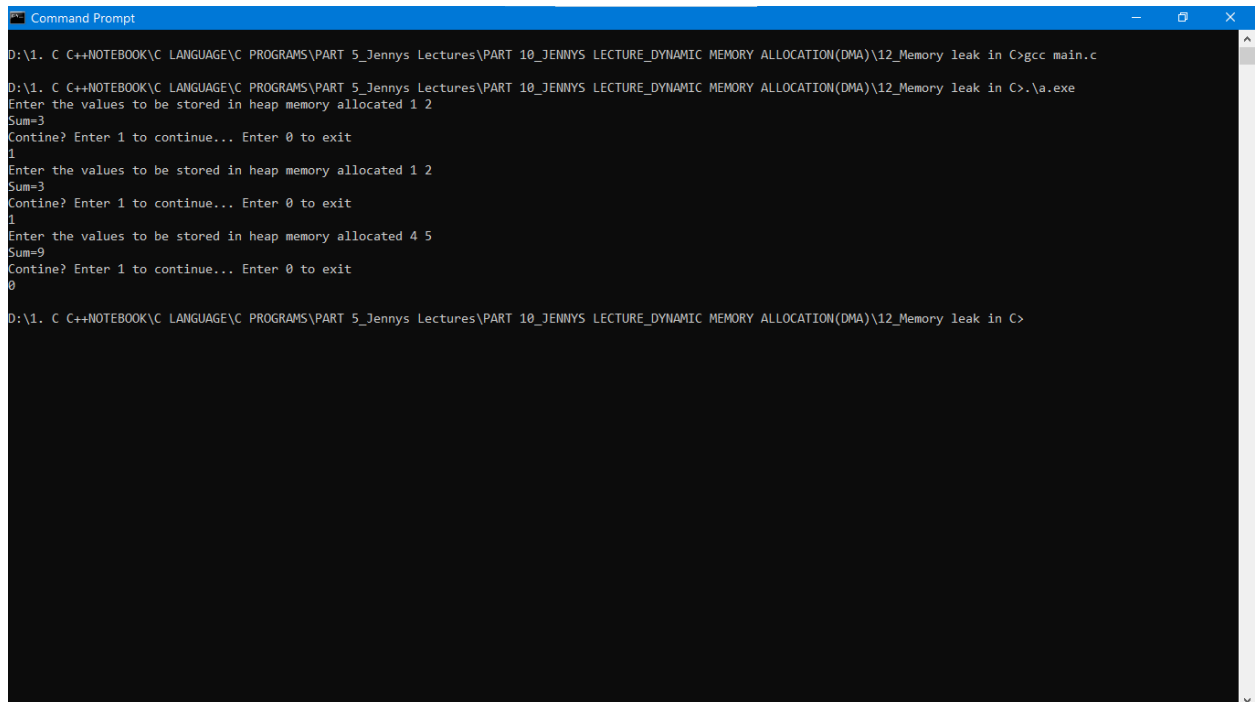
Name	Status	3% CPU	64% Memory	6% Disk	Netw
Photos		0%	0 MB	0 MB/s	0
Microsoft Windows Search Filte...		0%	1.0 MB	0 MB/s	0
wsappx		0%	1.1 MB	0 MB/s	0
Microsoft Windows Search Prot...		0%	1.2 MB	0 MB/s	0
Service Host: TCP/IP NetBIOS H...		0%	0.8 MB	0 MB/s	0
Service Host: CaptureService_28...		0%	1.5 MB	0 MB/s	0
Windows Command Processor		0%	1.7 MB	0 MB/s	0
Command Prompt - .\a.exe		0%	1.7 MB	0 MB/s	0
Service Host: Network Connect...		0%	1.0 MB	0 MB/s	0
User OOBE Broker		0%	0.6 MB	0 MB/s	0
Runtime Broker		0%	1.9 MB	0 MB/s	0
Service Host: Unistack Service G...		0%	2.0 MB	0 MB/s	0
Google Drive		0%	0.9 MB	0 MB/s	0
Google Drive		0%	10.6 MB	0 MB/s	0

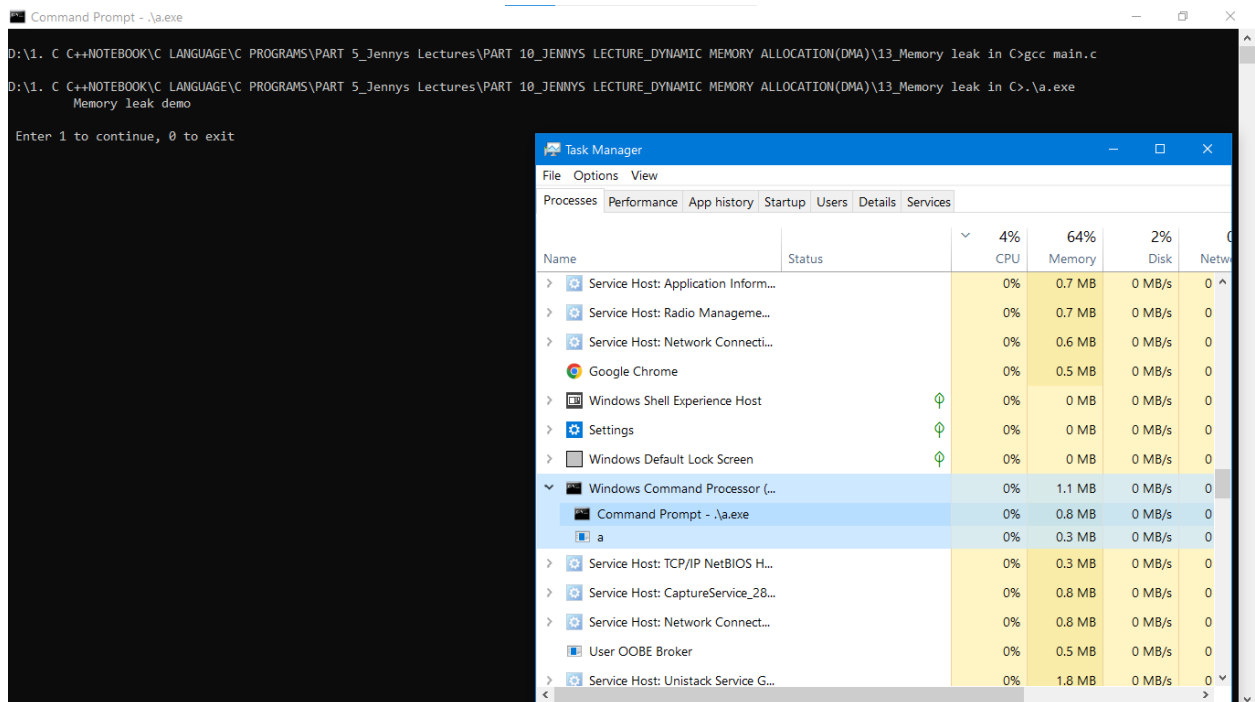
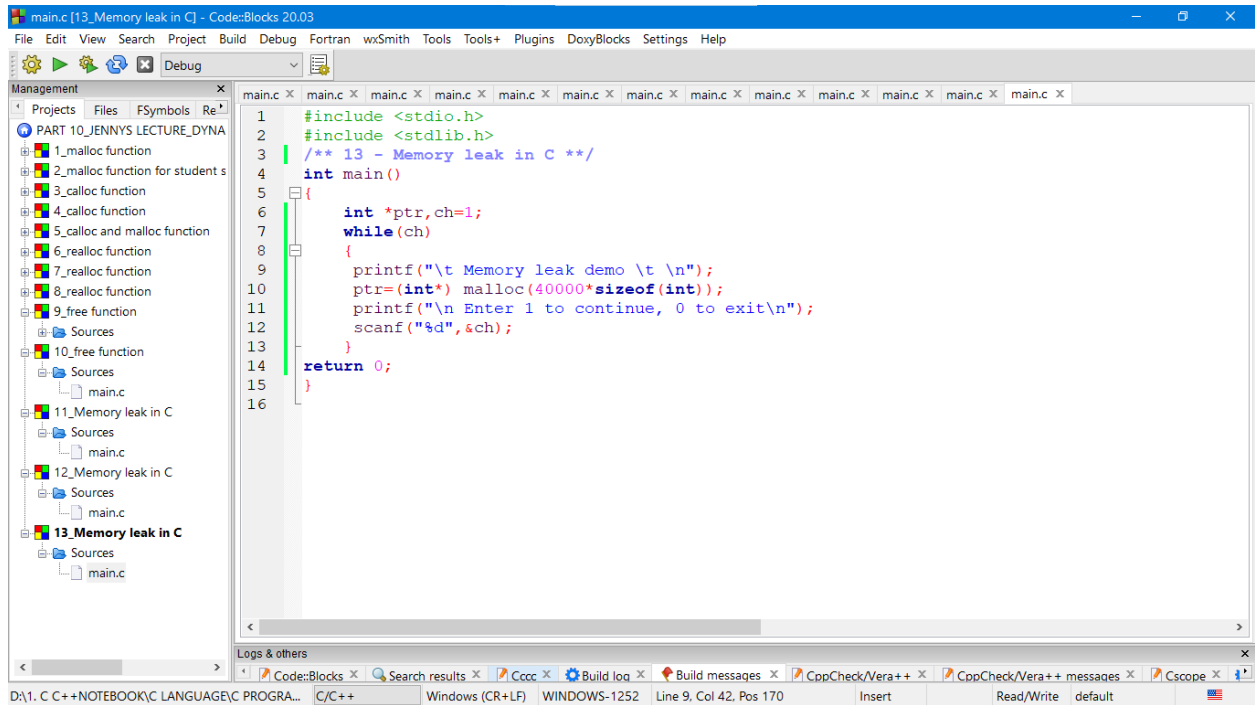
End task

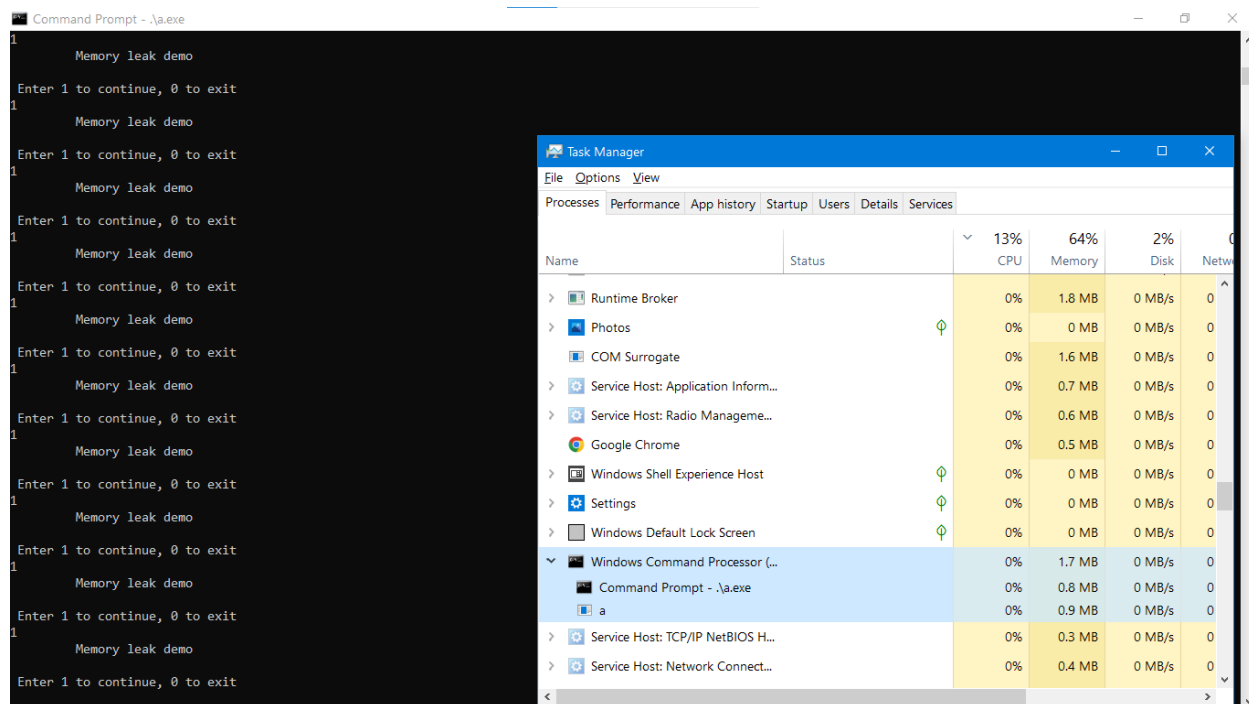
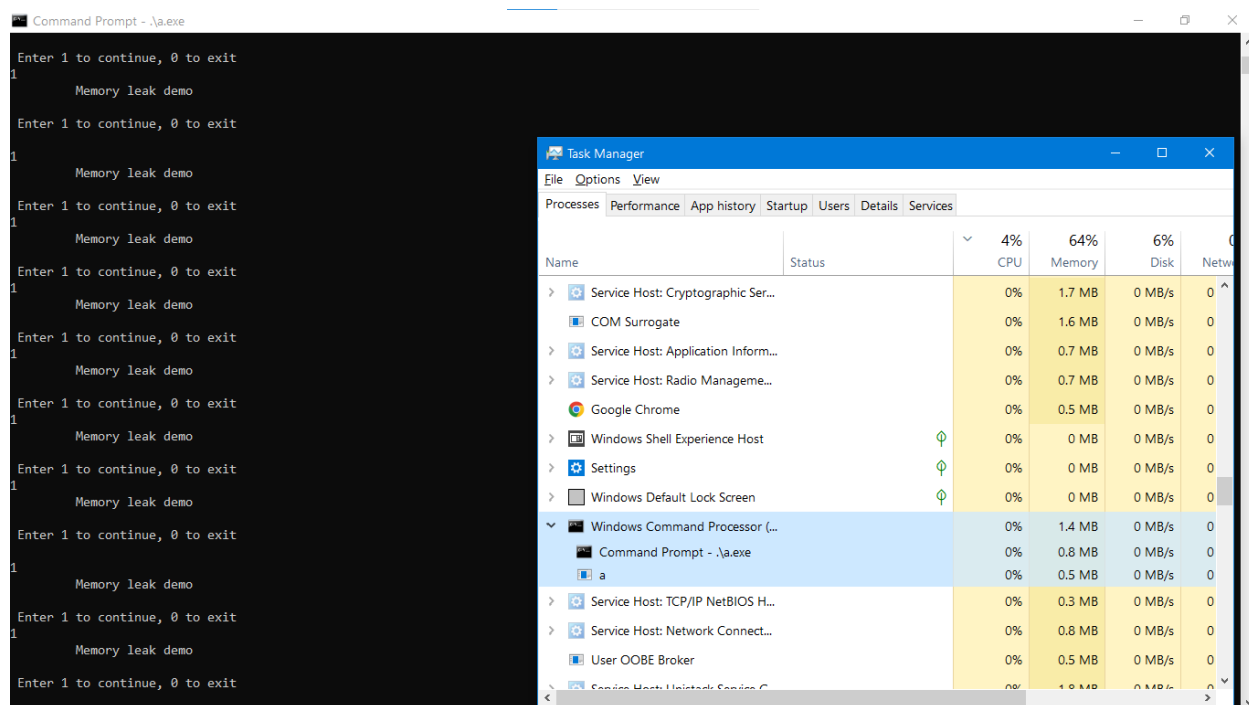
Page: 3 Section: 1 Page: 3 of 3 Words: 14

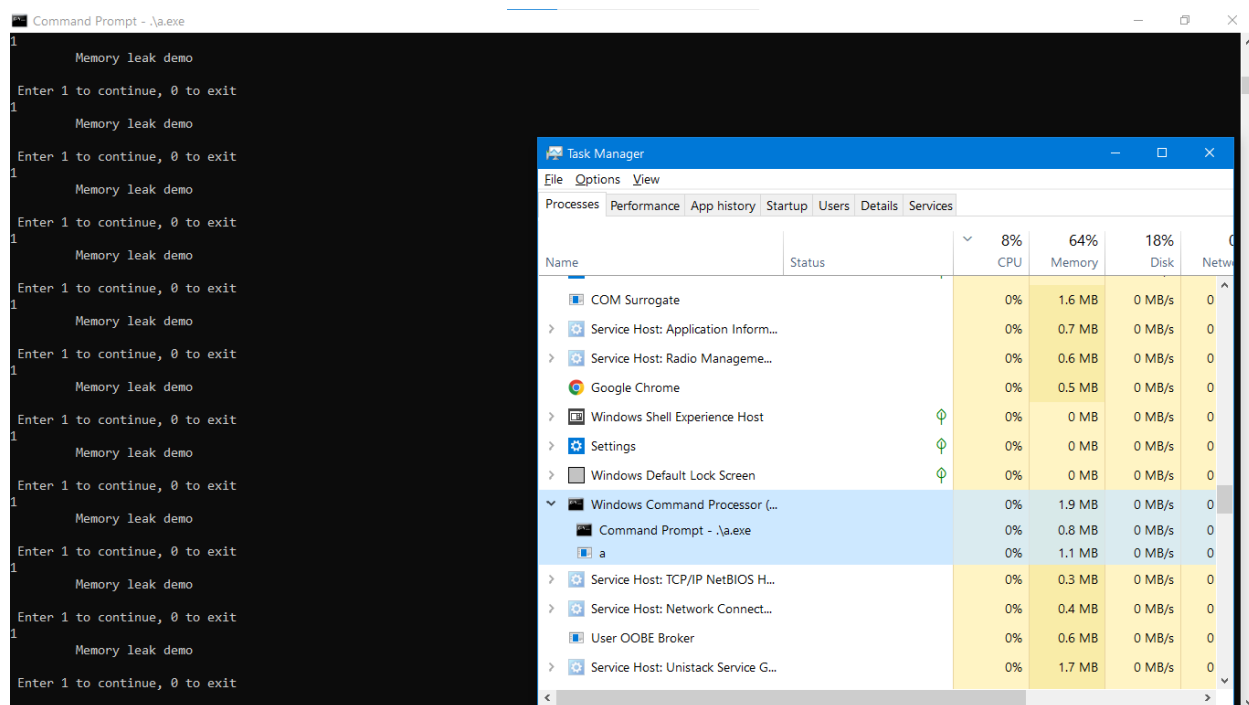


Here also no memory leak, since the `sum()` function memory is de allocated once it comes out of the scope hence the pointer inside it is also de allocated and hence the heap memory is released and every time the new memory is allocated and released.









So every time we enter the loop new memory is allocated and hence there is memory leak since we did not free the memory every time we enter the loop.

main.c [14_Memory leak in C] - Code::Blocks 20.03

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Management

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PART 10_JENNYNS LECTURE_DYNA

- 1_malloc function
- 2_malloc function for student s
- 3_calloc function
- 4_calloc function
- 5_calloc and malloc function
- 6_realloc function
- 7_realloc function
- 8_realloc function
- 9_free function
- Sources
- 10_free function
- Sources
- main.c
- 11_Memory leak in C
- Sources
- main.c
- 12_Memory leak in C
- Sources
- main.c
- 13_Memory leak in C
- Sources
- main.c
- 14_Memory leak in C
- Sources
- main.c

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 /** 14 - Memory leak in C **/
4 int main()
5 {
6     int *ptr, ch=1;
7     while(ch)
8     {
9         printf("\t Memory leak demo \t \n");
10        ptr=(int*) malloc(40000*sizeof(int));
11        printf("\n Enter 1 to continue, 0 to exit\n");
12        scanf("%d",&ch);
13        free(ptr);
14        //since we free memory in every iteration; there is no memory leak & memory size is constant
15    }
16
17    return 0;
18 }
19
```

Logs & others

Code::Blocks Search results C++ Build log Build messages CppCheck/Vera++ CppCheck/Vera++ messages Cscope

D:\1. C C++\NOTEBOOK\C LANGUAGE\C PROGRAMS\C/C++ Windows (CR+LF) WINDOWS-1252 Line 14, Col 93, Pos 401 Insert Read/Write default

Command Prompt - .\a.exe

D:\1. C C++\NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PART 10_JENNYNS LECTURE_DYNAMIC MEMORY ALLOCATION(DMA)\14_Memory leak in C>gcc main.c

D:\1. C C++\NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PART 10_JENNYNS LECTURE_DYNAMIC MEMORY ALLOCATION(DMA)\14_Memory leak in C>.exe

Enter 1 to continue, 0 to exit

1

Memory leak demo

Enter 1 to continue, 0 to exit

Task Manager

File Options View

Processes Performance App history Startup Users Details Services

Name	Status	6% CPU	67% Memory	10% Disk	Netw
Runtime Broker		0%	2.0 MB	0 MB/s	0
Windows Shell Experience Host		0%	0 MB	0 MB/s	0
Settings		0%	0 MB	0 MB/s	0
Runtime Broker		0%	2.7 MB	0 MB/s	0
Runtime Broker		0%	3.7 MB	0 MB/s	0
Windows Command Processor		0%	0.9 MB	0 MB/s	0
Command Prompt - .\a.exe					
Service Host: Microsoft Account...		0%	3.5 MB	0 MB/s	0
Service Host: TCP/IP NetBIOS H...		0%	0.8 MB	0 MB/s	0
Service Host: Group Policy Client		0%	0.8 MB	0 MB/s	0
Service Host: Windows Time		0%	0.6 MB	0 MB/s	0
User OOB Broker		0%	0.6 MB	0 MB/s	0
Runtime Broker		0%	2.9 MB	0 MB/s	0
Service Host: Unistack Service G...		0%	1.0 MB	0 MB/s	0
Google Drive		0%	0.9 MB	0 MB/s	0

Fewer details End task

