# **Dynamic Memory Allocation**

It is a way to allocate memory to a data structure during the runtime.

We need some functions to allocate & free memory dynamically.

#### **Functions for DMA**

- a. malloc()
- b. calloc()
- c. free()
- d. realloc()

### malloc()

memory allocation

takes number of bytes to be allocated & returns a pointer of type void

```
ptr = (*int) malloc(5 * sizeof(int));
```

```
calloc()
```

continuous allocation

initializes with 0

```
ptr = (*int) calloc(5, sizeof(int));
```

# free()

We use it to free memory that is allocated using malloc & calloc

```
free(ptr);
```

# realloc()

reallocate (increase or decrease) memory using the same pointer & size.

```
ptr = realloc(ptr, newSize);
```