

Type* data_;

- data_ is just created.
- It has some garbage value.
- The target of data_ is someplace in memory that is not reserved for us.
- Hence, accessing it will cause an error.

data_[5] = value;

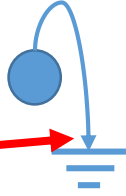


Segmentation fault!



size_

data_ = nullptr

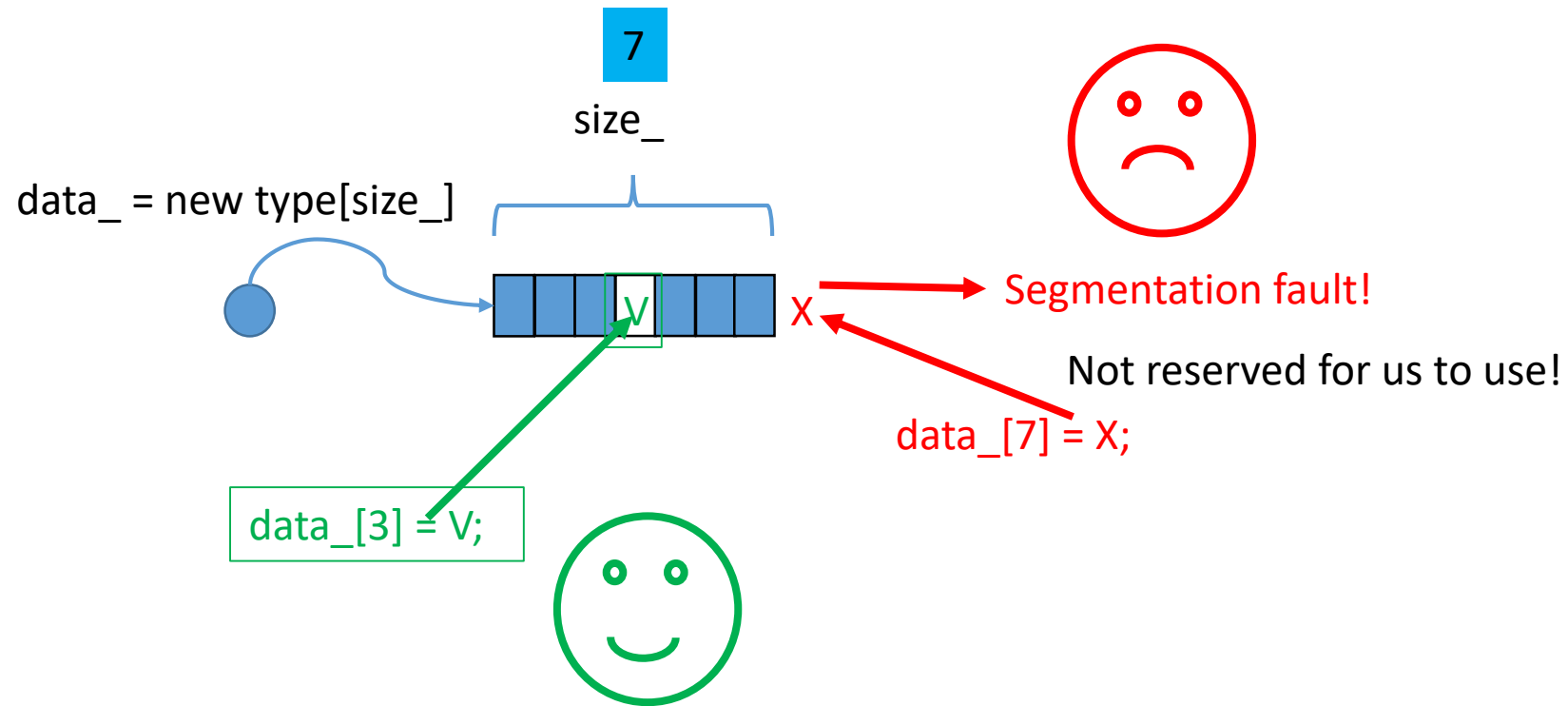


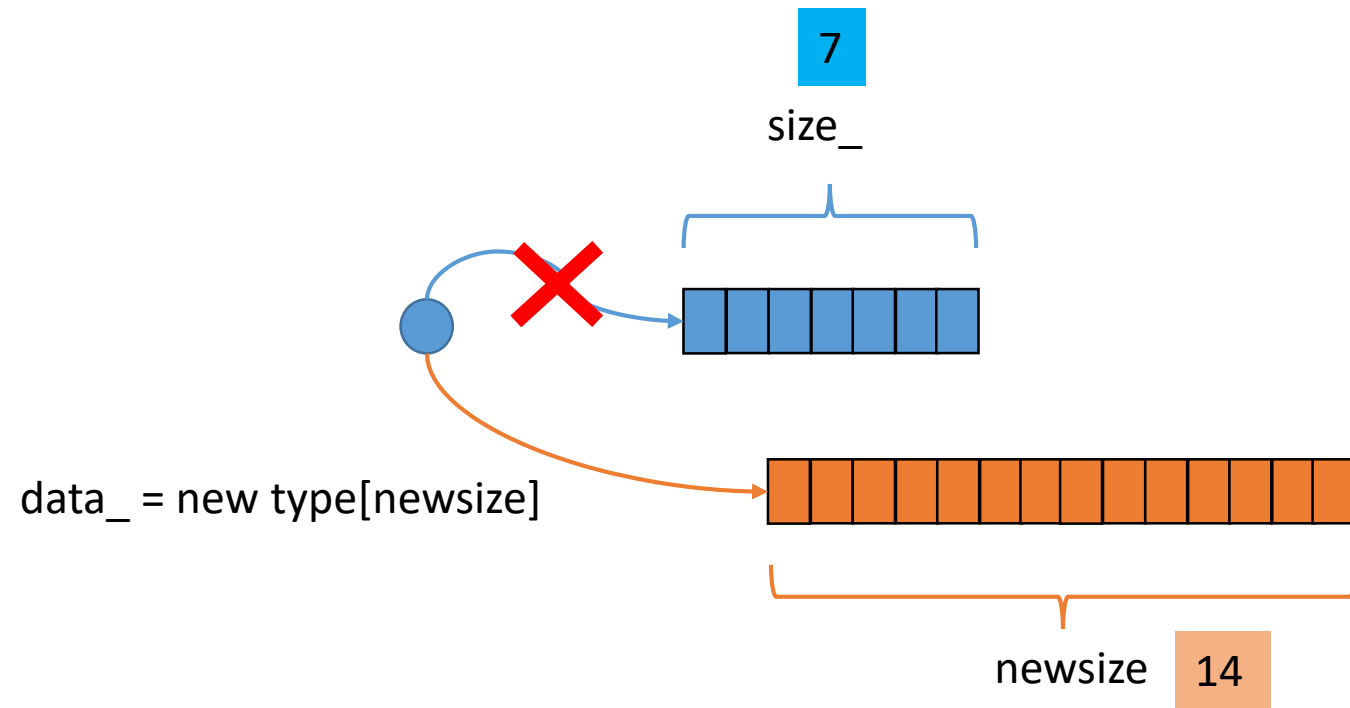
Null pointer assignment!

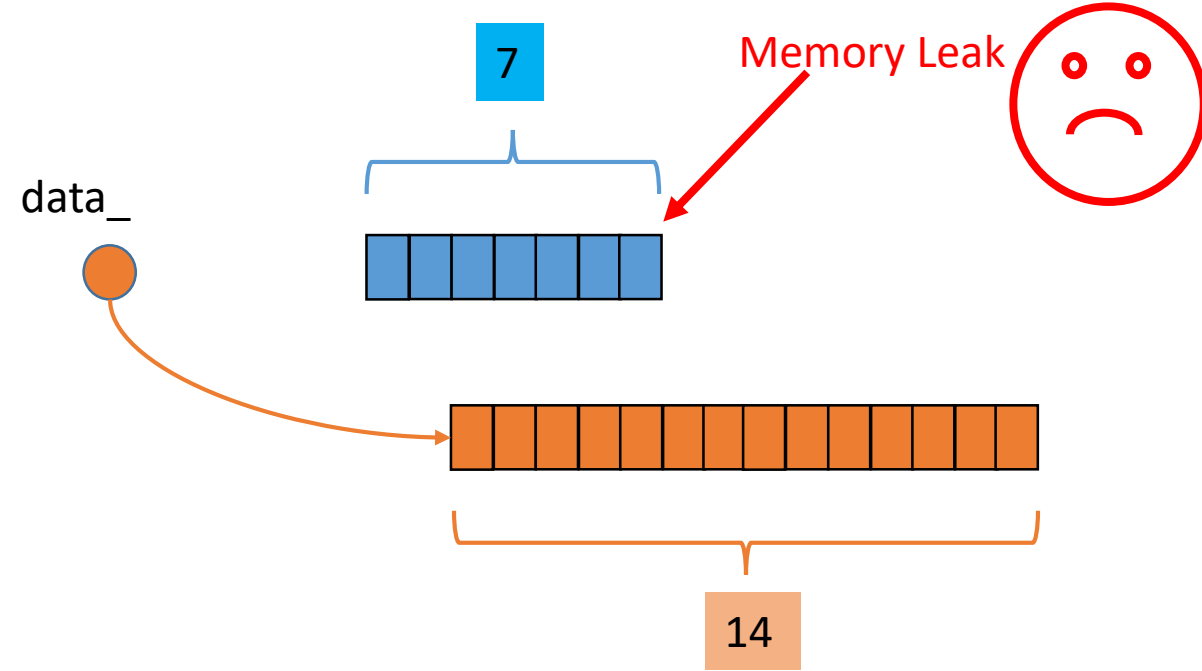


data_[3] = value;

- data_ is set to null.
- Size and value of data does not have a meaning since there is nothing to have a size or value!



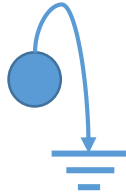


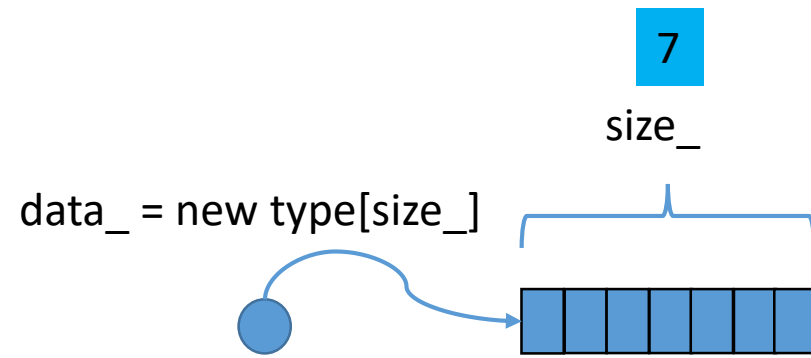


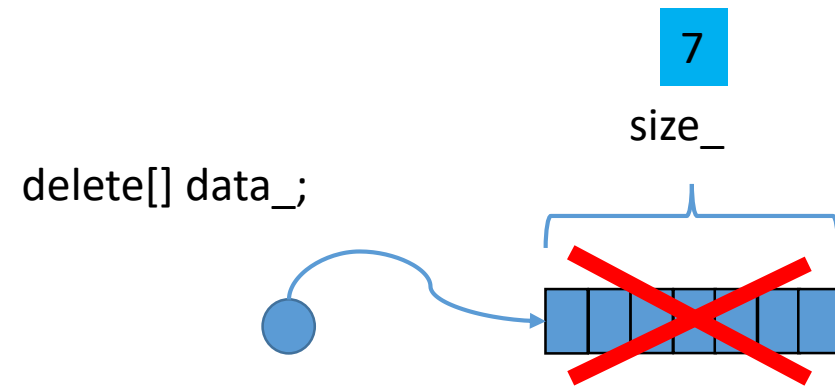
0

size_

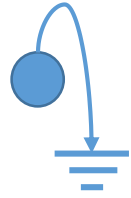
Type* data_ = nullptr



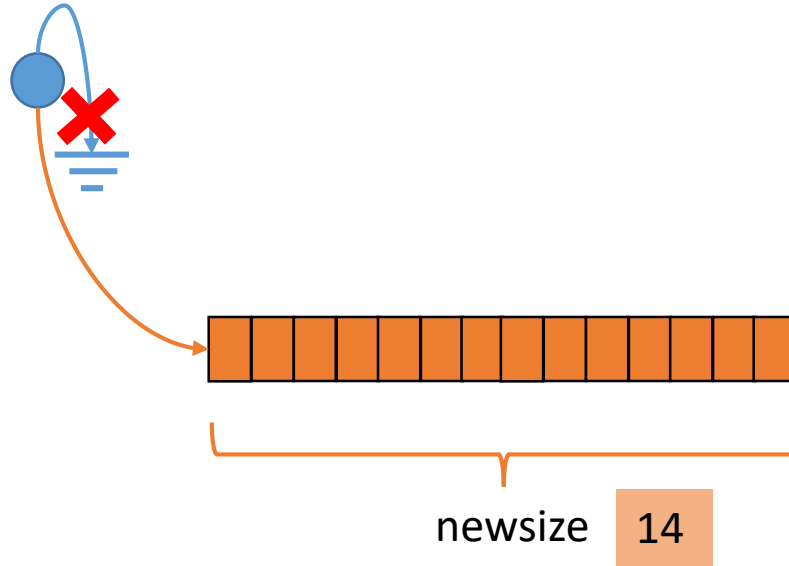


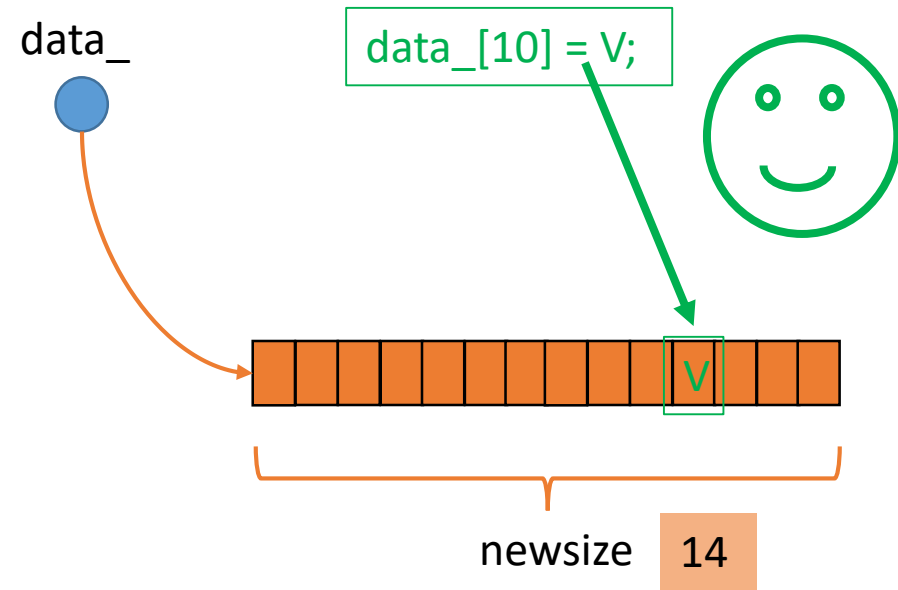


data_ = nullptr



```
data_ = new type[newsiz
```

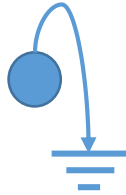


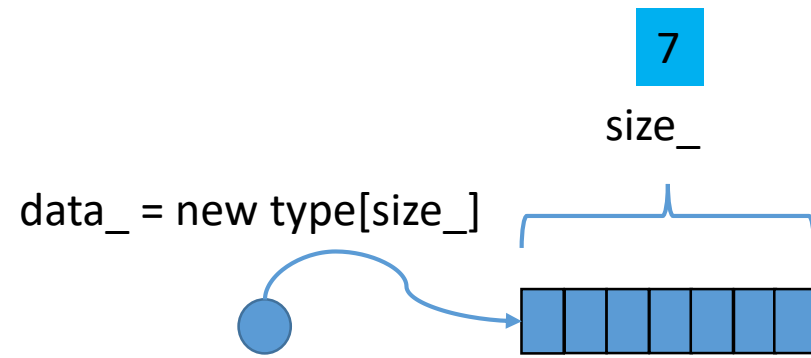


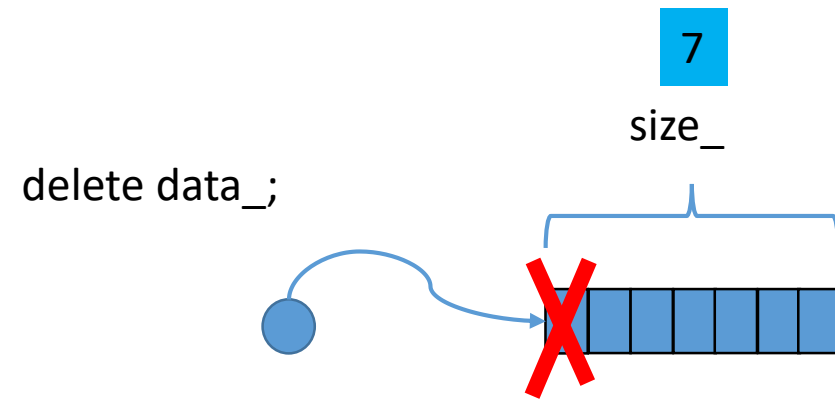
0

size_

Type* data_ = nullptr







Memory Leak

