Heap Exploitation

# Heap Memory:

1. Dynamic cdmemory allocations at runtime
2. Objects, big buffers structs, persistence, larger things
3. Slower, Manual
   1. Done by the coder
   2. Malloc/calloc/recalloc/free
   3. New/delete

# Stack Memory:

1. Fixed memory allocations know at compile time
2. Local variables, return addresses, function args
3. Fast, Automatic
   1. Done by complier
   2. Abstracts ways any concept of allocating/de-allocating