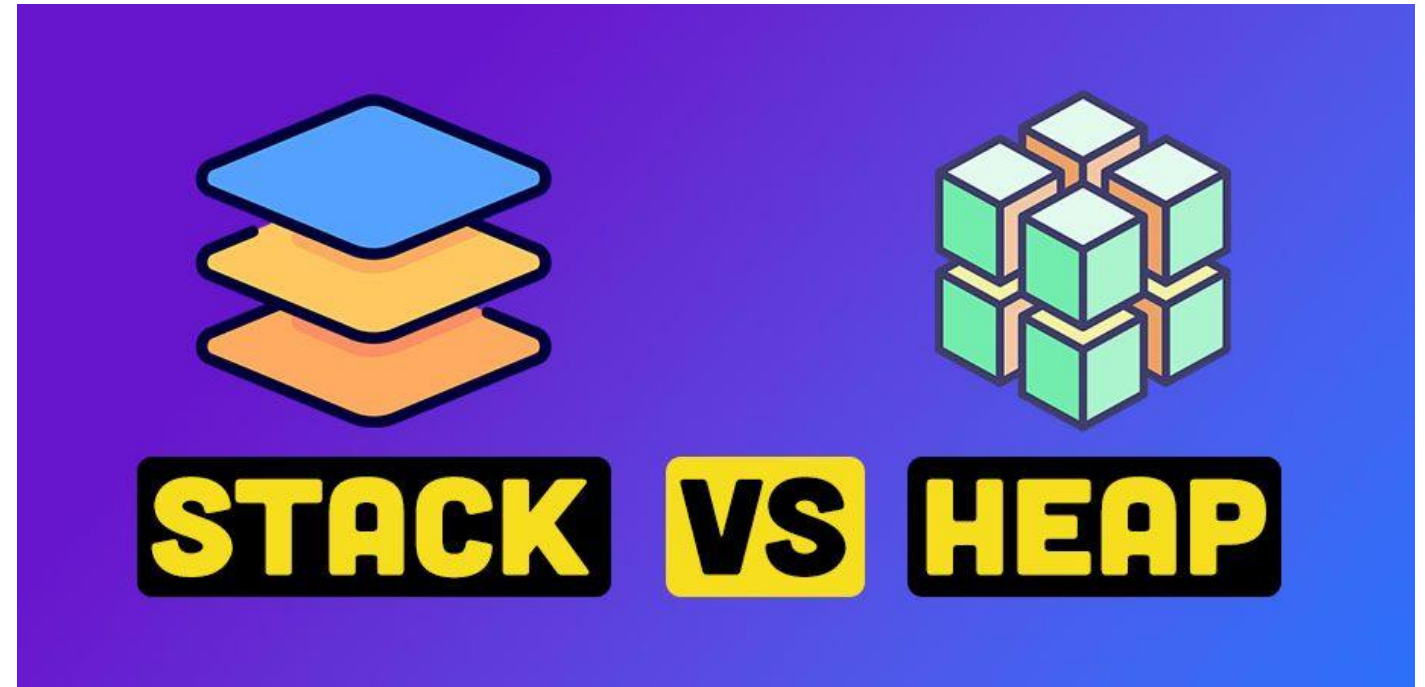


# STACK & HEAP

Detailed analysis

# What are they?

- **Stack:** A region of memory automatically managed by the compiler, used to store local variables and data related to function calls.
- **Heap:** A region of memory managed manually by the programmer (in C) or automatically by the garbage collector (in C#), used for dynamic storage of data.



# Examples:

## Stack:

```
1  #include <stdio.h>
2
3  int Add(int a){
4      int x = 10; //local variable allocated in the STACK
5      return a+x;
6  }
7
8  int main(){
9
10     int a = 4;
11
12     a = Add(a); //function call for information contained in the STACK
13     printf("%d\n", a);
14
15
16     return 0;
17 }
```

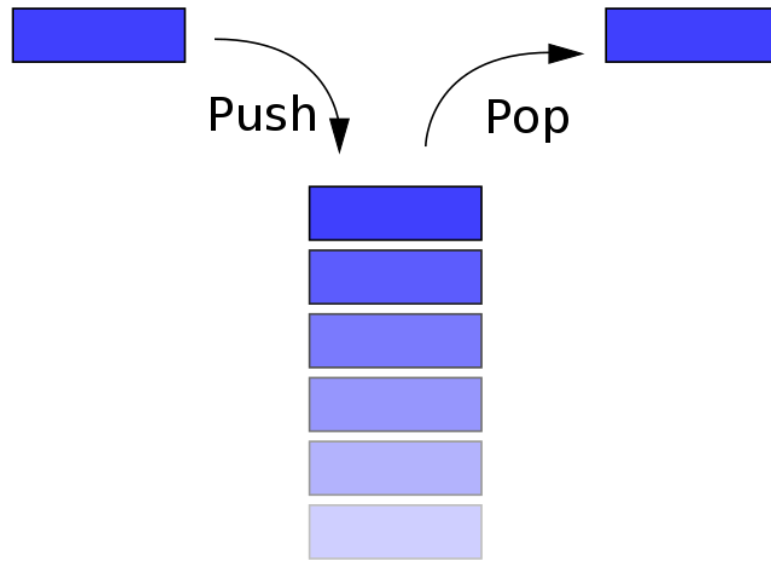
## Heap:

```
int *p = (int*)malloc(sizeof(int)); //manual memory allocation
free(p); //manual memory deallocation
```

# What they are useful for?

**Stack:** automatically manages the life of local variables and provides a function call handling mechanism.

**Heap:** Unlike the stack, which is limited in size and automatically manages local variables, the heap allows memory to be allocated more flexibly.



## Management policies:

**Stack:** Management is automatic, with the variables being allocated and deallocated in LIFO (Last In, First Out) mode, the last variable to be allocated is the first to be deallocated.

**Heap:** In C, management is manual, the programmer must allocate and deallocate memory. In C# however, management is automatic and takes place via the garbage collector.



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**Stack (C and C#): Local variables, return addresses, function parameters.**



**Heap (C): Data dynamically allocated with malloc() or new.**



**Heap (C#): Objects and data allocated with new, automatically managed by the garbage collector.**

# What is stored?

## Example diagram

This example represents the **STACK**, which operates using LIFO (Last In First Out) and which is necessary for the compiler's allocation of static variables, and the **HEAP** which instead sees the manual allocation in C and automatic allocation in C# with the garbage collector of static variables.

