

## Return by Address

```
int * fun(int size)
```

```
{
```

```
    int *p = new int[size];
```

```
    for (int i=0; i<size; i++)
```

```
        P[i] = i+1;
```

```
    return p;
```

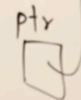
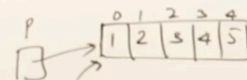
```
}
```

```
main()
```

```
{
```

```
    int *ptr = fun(5);
```

```
}
```



## Return by Address

- A function can return address of memory
- It should not return address of local variables, which will be disposed after function ends
- It can return address of memory allocated in heap

```
Int * fun(int n)
{
    int *p=new int[n];
    for(int i=0;i<n;i++)
        p[i]=i+1;
    return p;
}
Int main()
{
    int *ptr=fun(5);

    for(int i=0;i<5;i++)
        cout<<i<<endl;
}
```