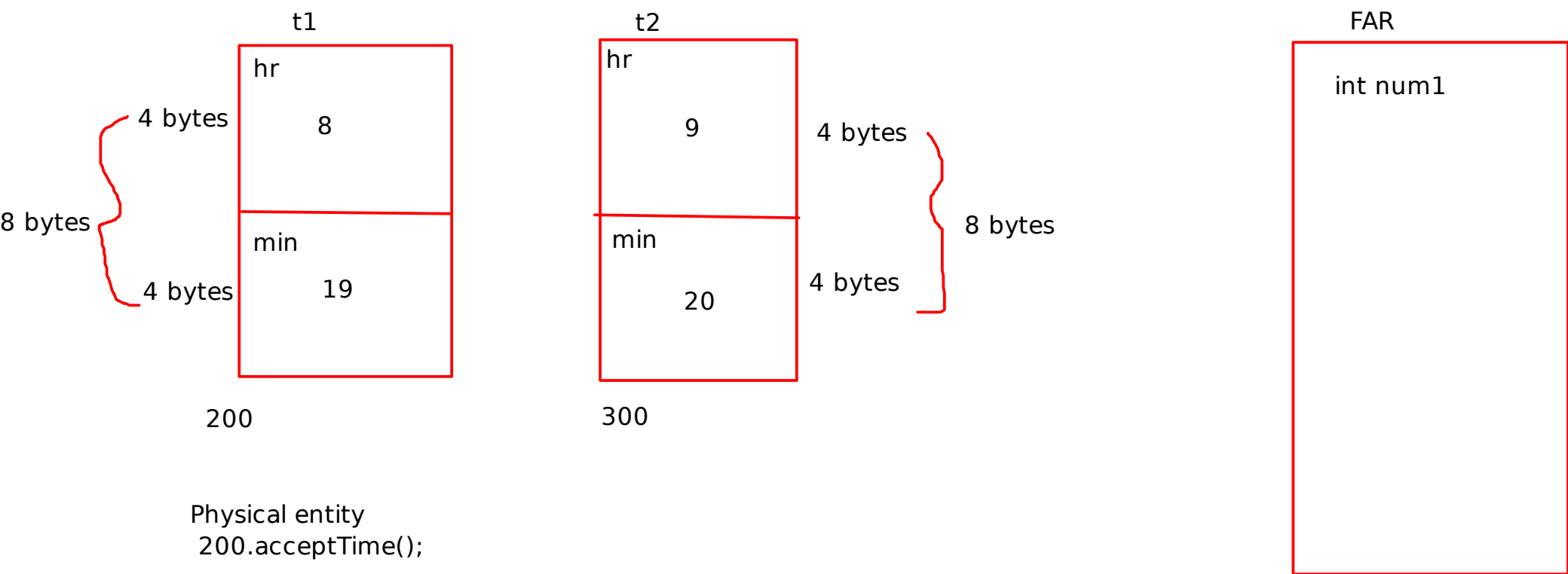
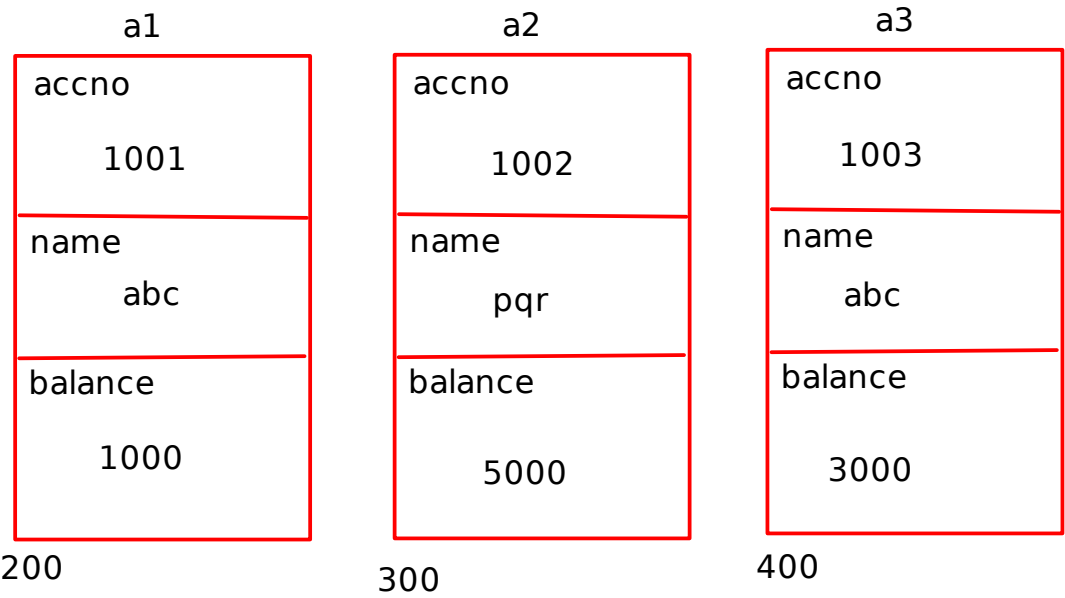


STACK



```
class BankAccount{
int accno;
string name;
double balance;
}
```

```
BankAccount a1;
BankAccount a2;
BankAccount a3;
```



Senior Developer / Company

Libraries

stdio.h

.  
. .  
. .  
. .

iostream

```
class {
    }ob1,ob2,ob3;
```

.  
. .  
. .  
. .  
..

Trainee Developer / Freelancer

user of these libraries

printf()  
scanf()

wcin  
wcout

ob.

= 40 \*100  
= 4000 bytes

n no of global variables -> identifiers can be repeated  
n no of global functions -> function names that can be repeated  
n no of classes -> names are going to be repeated



num1 -> 10  
&num1 -> 200

ptr -> 200 <- &num1  
&ptr -> 300

\*ptr -> 10

```
int num1 = 10;

// int *ptr = &num1;
int *ptr;
ptr = &num1;
```

