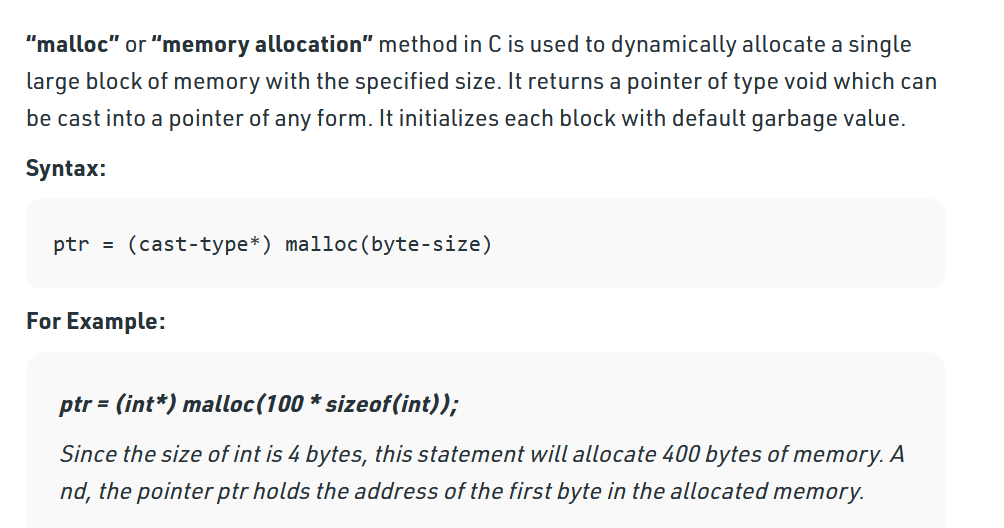
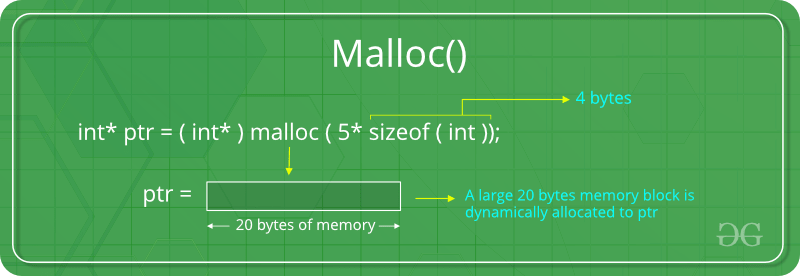
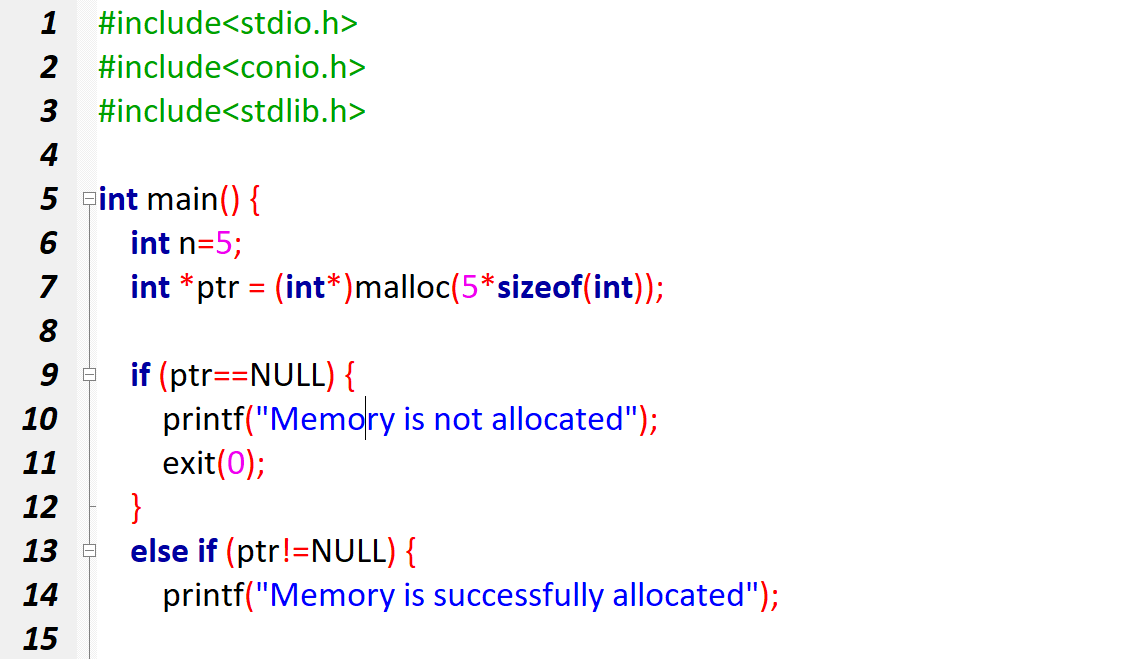
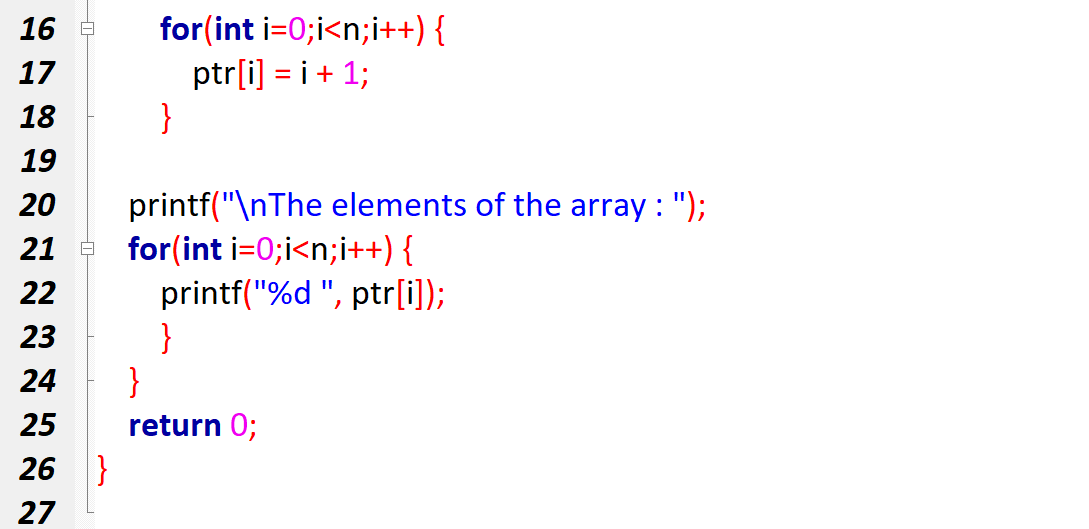
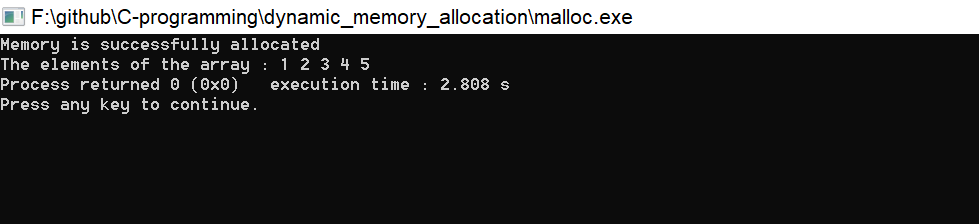
# **Malloc()**

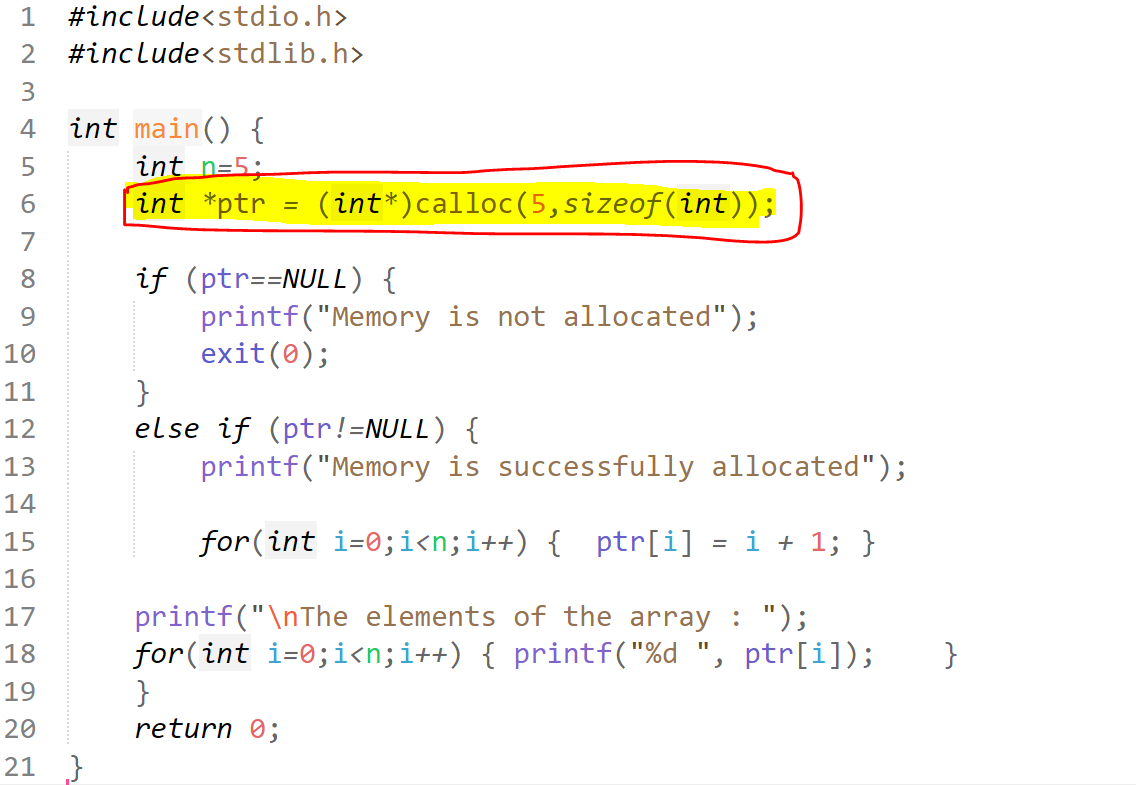
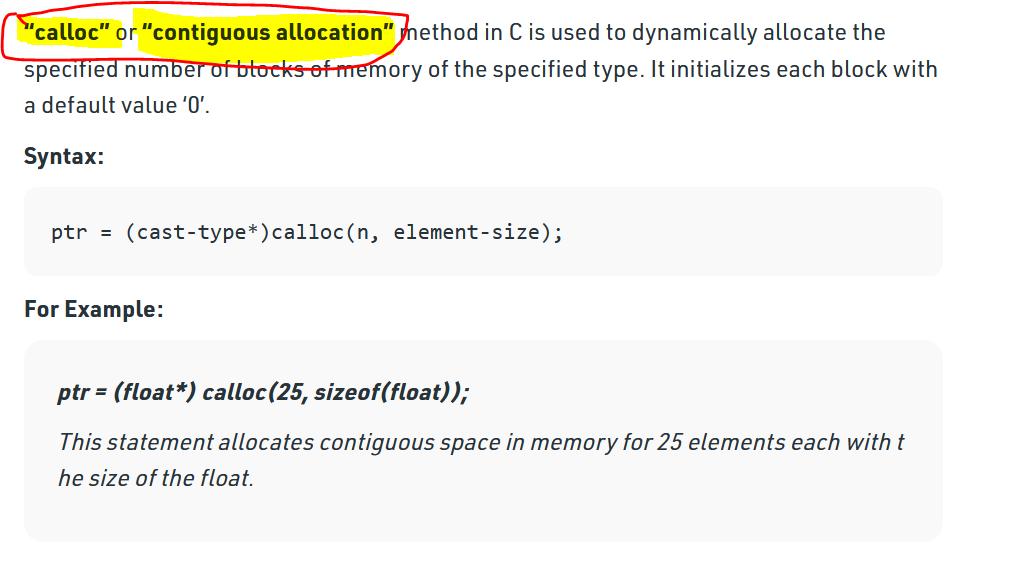
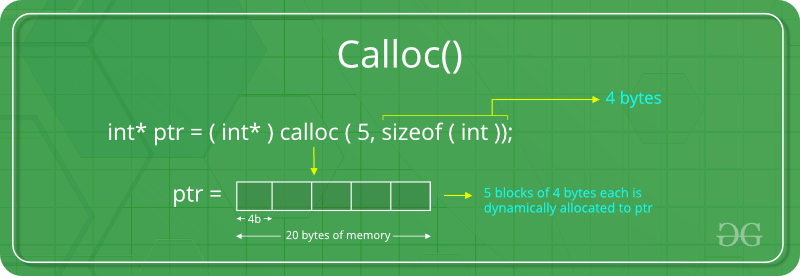
  
**Code**

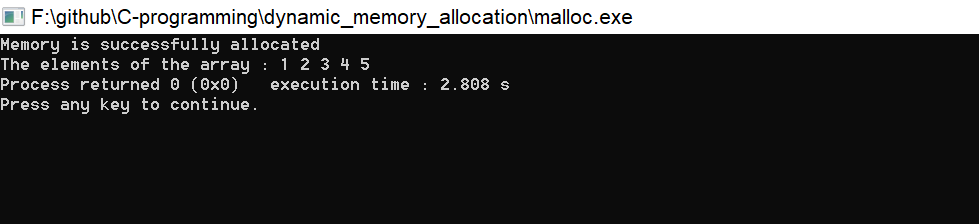




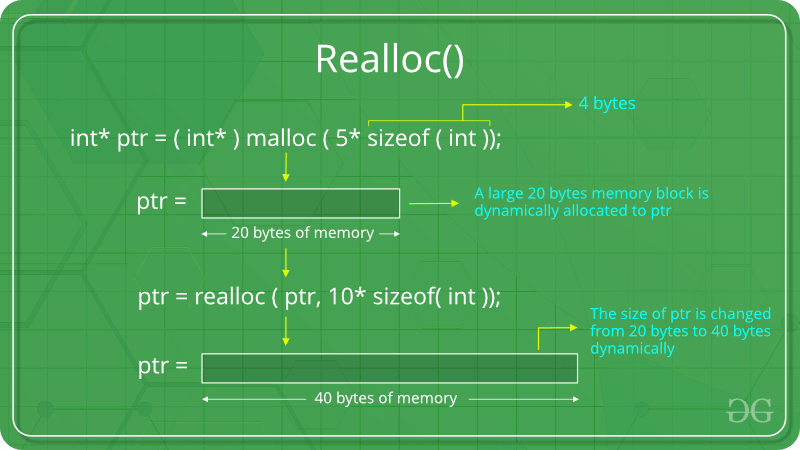
**Output**

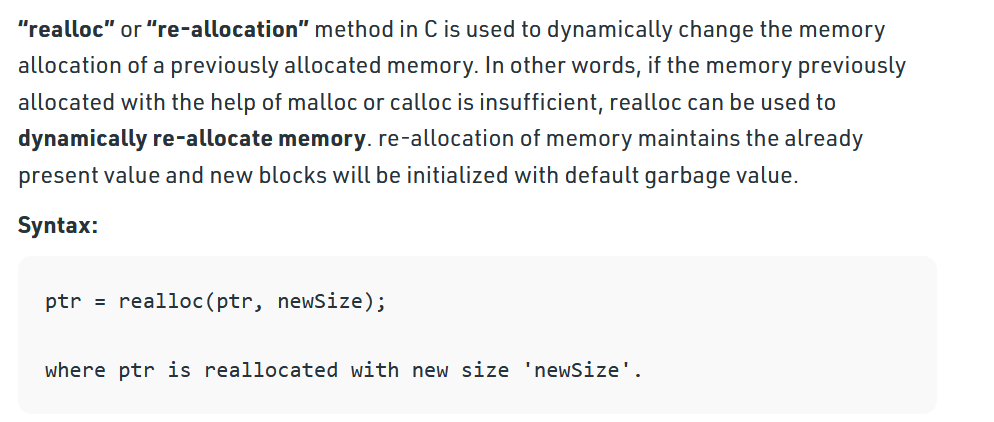
# **Calloc()**



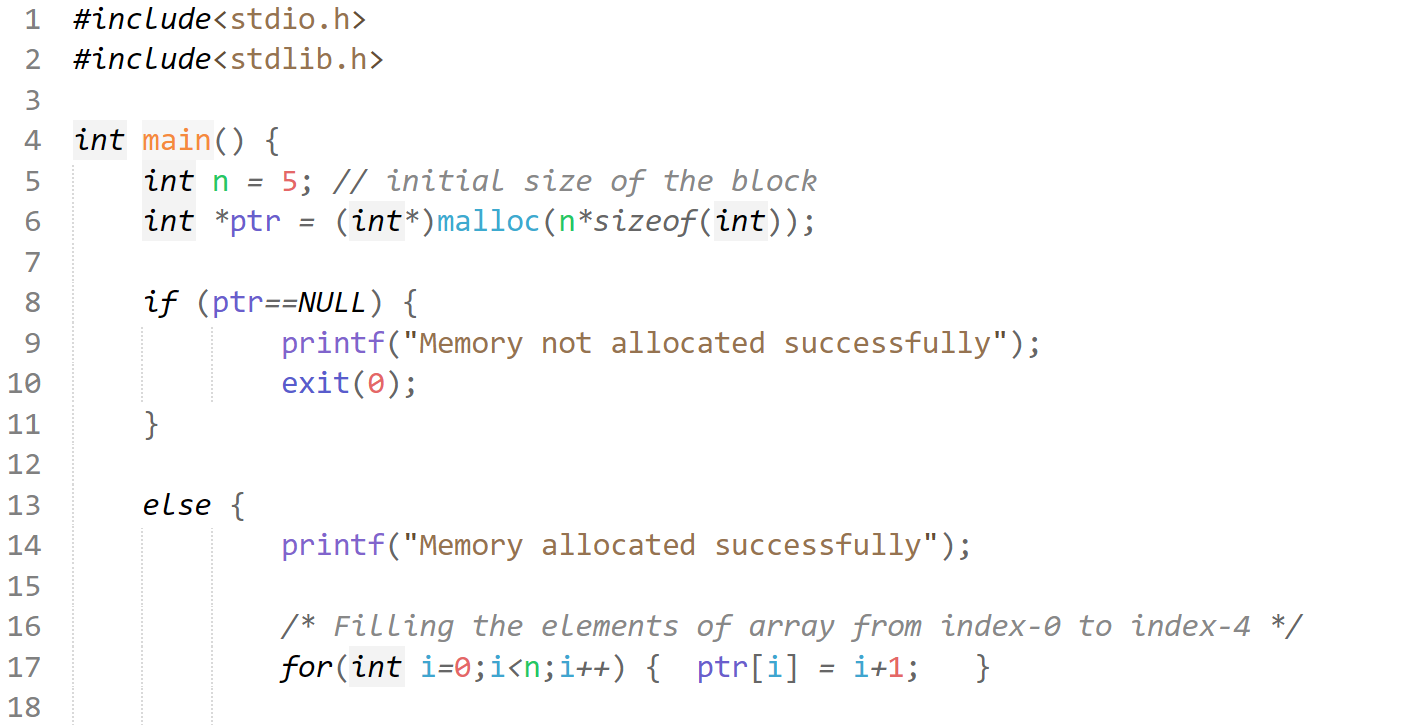
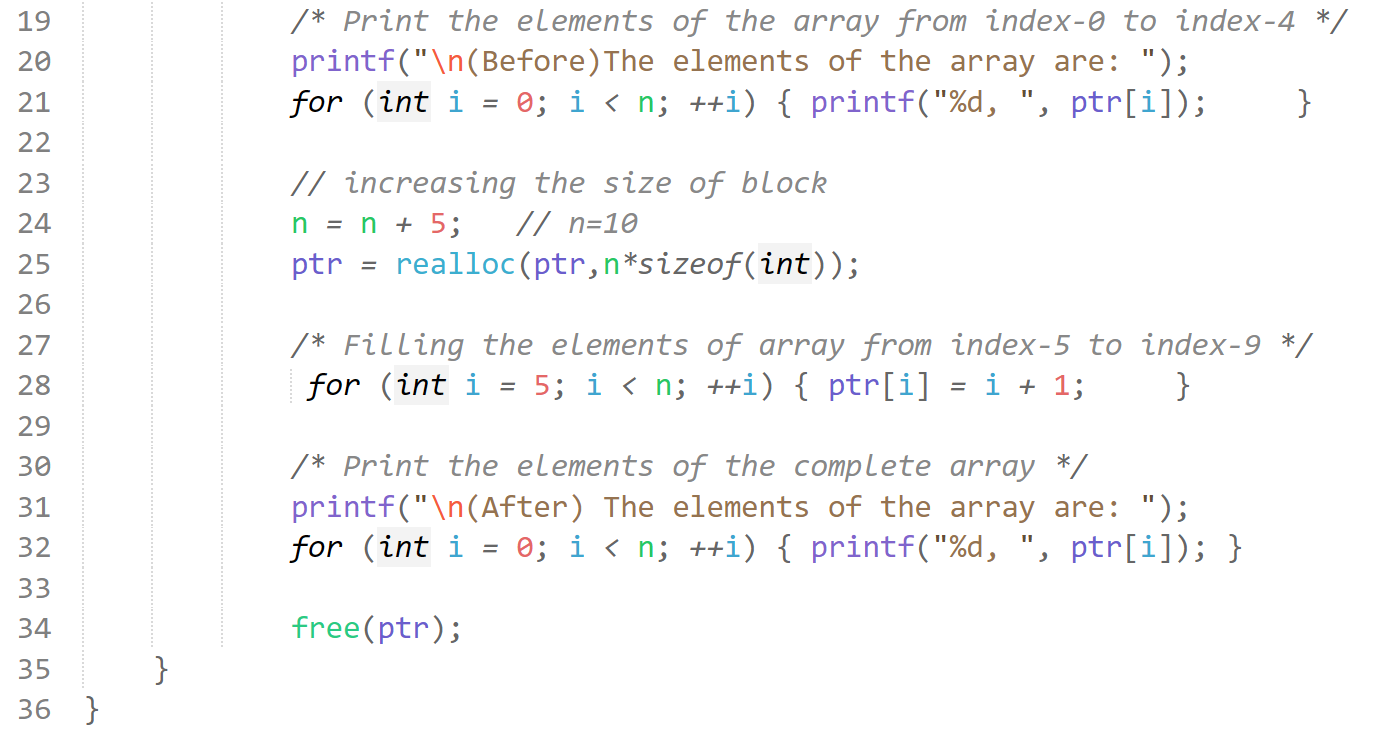


# **Realloc()**

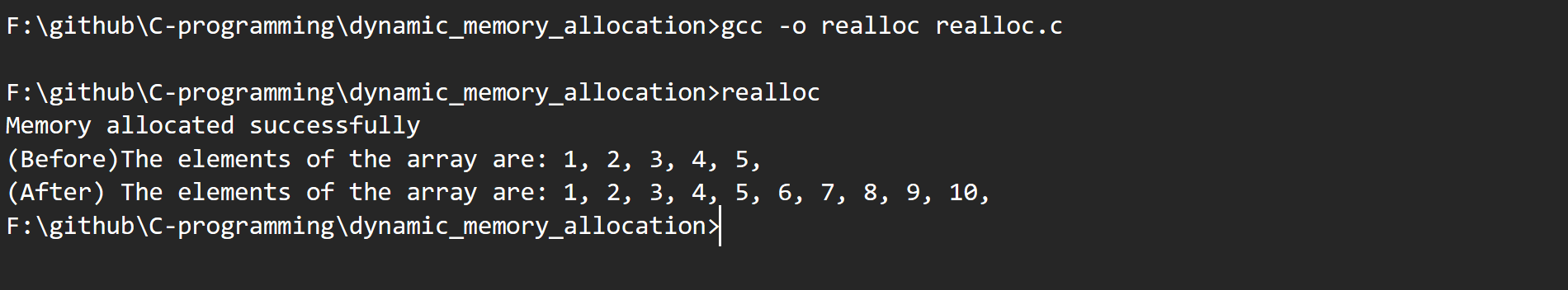




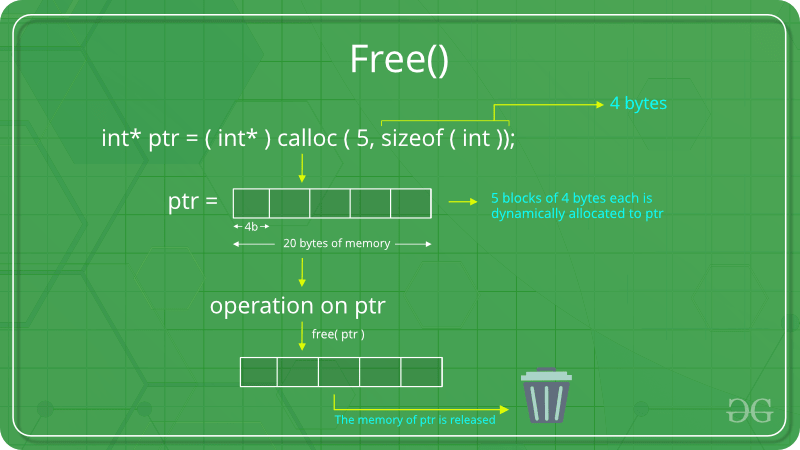
Refer realloc.c

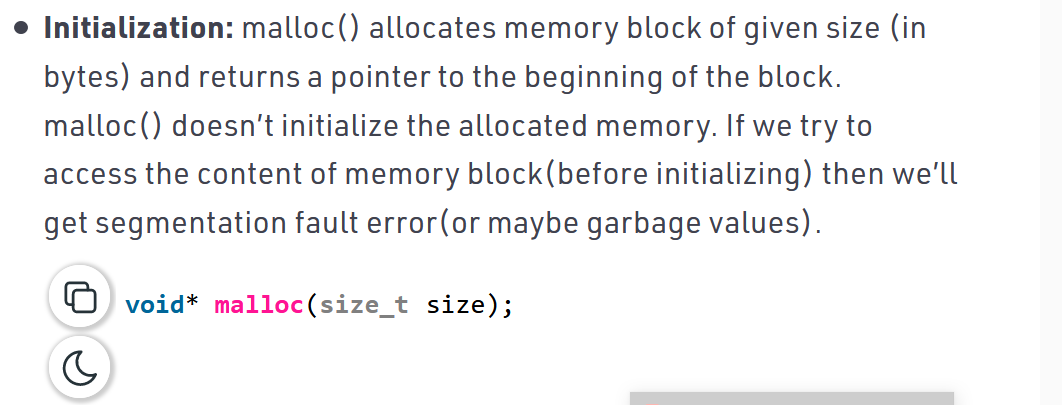
Output



# **Free()**



## **Difference between malloc() and calloc()**

malloc()  


calloc()  
