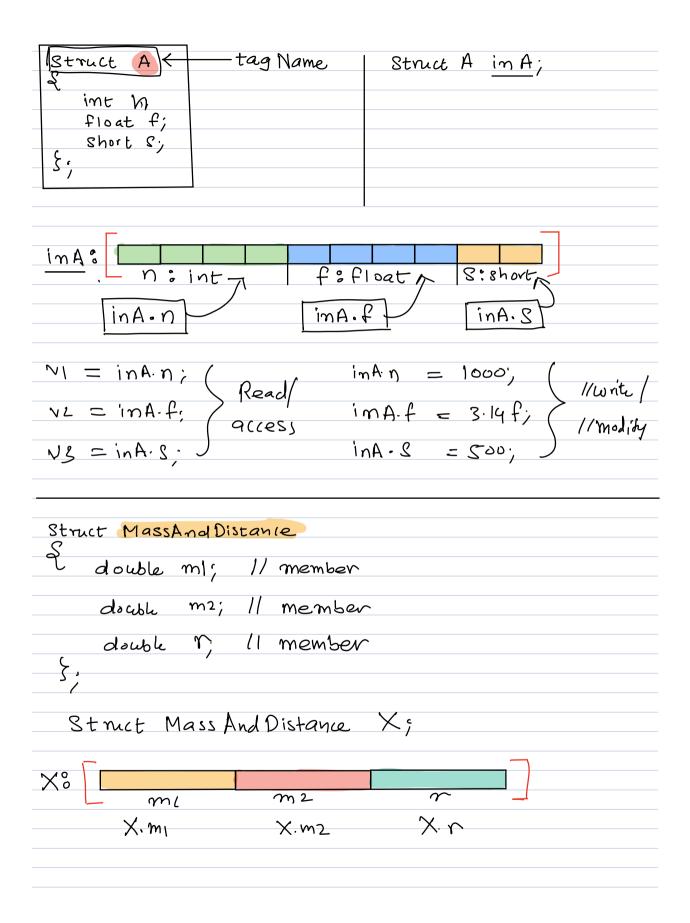
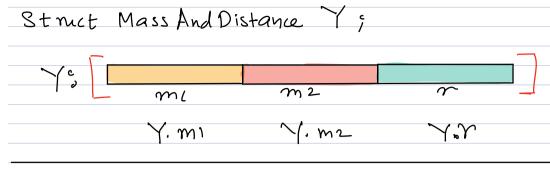
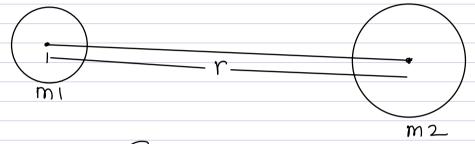
How to allocate data in C/C++? 1) Data Definition Statement	
2) Dynamic Memory Allocation Me	thod !
Data Definition Statement: General format: Type Name	Vom Name [=initializer]
When?	
1) Static Time	
2) Dynamic Time / Run time	
Where?	
1) Read only data section	Stack V
2) Read/Write data section/ 3) Heap section.	
4) Stack section	Heap
int 219	Read/Write Data Section
Void f()	
fint n2;	Read only Data Program
<u></u>	RAM

1) Global Data	Definit	ion S	tate	ment	, .				
Memory Alloc	ation 3								
1) Time : Sta	Ltic								
2) Section:	Data								
) Local. Data 1	Definiti	on S	tatev	nenZ					
Memory Alloc	ation 3								
1) Time: Dy	namic								
2) Section: 8		frame	e of	fun	ction	in (side	8tac	K
Bwilt-in data typ	es:								
1) char C;	C:	1000							
2) Short S; UShort	8:	2000	3001						
3) int m; uint	ทร	3000	3001	3062	3003				
4) Long m;	m;	4000	4001	ζο6 Z	<u>ነ</u> ••3				
5) Long Long x;	χ:	5000	2001	5002	5003	5004	5105	5000	5007
3) float y;	y:	6000	6001	6002	600]				
7) double Z;	え :				7'003	<u> </u>	7,105	<u></u>	7:007







$$F = \frac{G. m_{10} m_{2}}{\gamma^{2}}$$
 $G = 6.67 \times 10^{-11}$

double m1;

double m2;

double r;

double G= 6.67 * 10e-11;

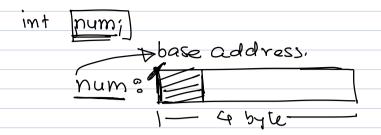
Struct Mass And Distance earth Sun;

Struct Mass And Distance Saturn Jupiton;

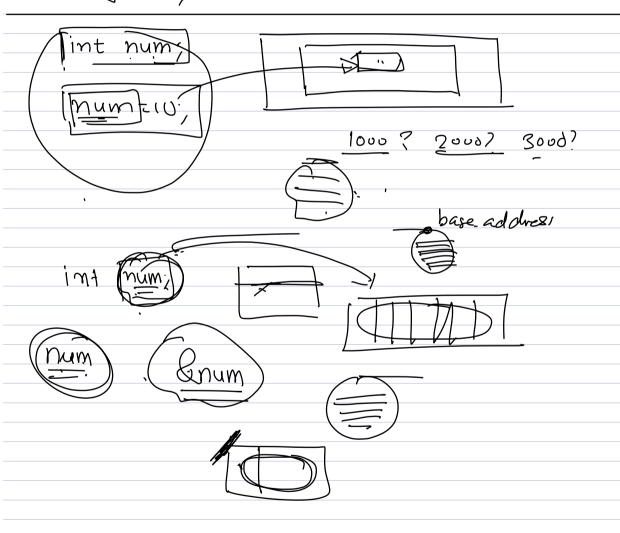
XY. m1 = earth

XY. m2 = Sun.

XY. r = distan.

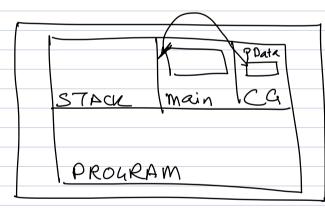


Name is associated with the base address of memory block.



Data Type Select ? int.
Create its instance - int num;
Write an expression to & Rnum;
generate/relea to i+s base addr
C provides a spacial type of variable name
to hold its addr. [Pointer variable]
int *P9
in.t * p;
int num; int *p;
num P
P = & num; P & & p
Using Syntax
XP p. Lnum;
XP
Struct Mass And Distance
of double mi, m2, r;

Select: Struct Mass And Distance
Instance & Struct Mass And Distance earth Sun;
earth Sun : 1 mi: double m2: double re double
& earthsun. m2 Learthsun. r
& earth Sun
Pointer: Struct Mass And Distance * p Data;
pDala = & earthSun;
pDava
mi: double m2: double r € double l = 24 bytes l = 1
PData→ m1; e PData→ m2; PData→ r



RAM

