------Heap------

- ⇒ It allocates memory at run time by using the new keyword.
- ⇒ As much as size we can allocate as per requirements.
- ⇒ As heap pointes to the memory address so we can use it through out program.
- ⇒ Dangling Pointer:- Memory address is available but value is not there into the memory.

Code:-

```
#include<iostream>
using namespace std;
int main()
{
    int *p = new int; // declare dynamic memory which points by p
variable
    *p = 100;

    cout<<"Value of p:"<<*p<<endl;
    cout<<"Address of the p:"<<p>endl;
    delete(p); // for memeory deallocation but still it will point the memory address (dangling pointer)

    cout<<"value of p after deallocating:"<<*p<<endl;
    cout<<"Address of the p after deallocating:"<<*p<<endl;
    cout<<"Address of the p after deallocating:"<<<p>endl;
```

p = new int[7]; // allocating array into the memory address of p

```
delete[] p; // now it will delete the memory pointed by the p

p = NULL; // assigned null value so that it will not keep memory
address(fully deallocation)

cout<<"Address of the p after assigning the null value:"<<p<<endl;
return 0;
}</pre>
```

Output:

•