

Vandana M L

Department of Computer Science and Engineering



## **Memory Allocation**

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# PES UNIVERSITY

## **Memory Allocation**

- ➤ Static Memory Allocation
- Dynamic Memory Allocation

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## **Static Memory Allocation**

- allocated by the compiler.
- Exact size and type of memory must be known at compile time
- Memory is allocated in stack area

```
int b;
int c[10];
```

### **Disadvantages of Static Memory Allocation**



- Memory allocated can not be altered during run time as it is allocated during compile time
- This may lead to under utilization or over utilization of memory
- Memory can not be deleted explicitly only contents can be overwritten
- Useful only when data size is fixed and known before processing

## **Dynamic Memory Allocation**



- Dynamic memory allocation is used to obtain and release memory during program execution.
- > It operates at a low-level
- Memory Management functions are used for allocating and deallocating memory during execution of program
- These functions are defined in "stdlib.h"

### **Dynamic Memory Allocation Functions:**

- Allocate memory malloc(), calloc(), and realloc()
- Free memory free()

### **Dynamic Memory Allocation Functions: malloc()**



#### To allocate memory use

void \*malloc(size\_t size);

- Takes number of bytes to allocate as argument.
- Use size of to determine the size of a type.
- Returns pointer of type void \*. A void pointer may be assigned to any pointer.
- If no memory available, returns NULL.

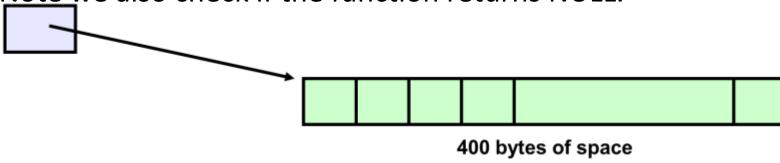
### **Dynamic Memory Allocation Functions: malloc()**



To allocate space for 100 integers:

```
int *p;
if ((p = (int*)malloc(100 * sizeof(int))) == NULL){
    printf("out of
    memory\n");
    exit();
}
```

- Note we cast the return value to int\*.
- Note we also check if the function returns NULL.



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**Dynamic Memory Allocation Functions: malloc()** 

cptr = (char \*) malloc (20);

Allocates 20 bytes of space for the pointer cptr of type char

• sptr = (struct stud \*) malloc(10\*sizeof(struct stud));

Allocates space for a structure array of 10 elements. sptr points to a structure element of type struct stud

Always use sizeof operator to find number of bytes for a data type, as it can vary from machine to machine

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## **Dynamic Memory Allocation Functions: malloc()**

- malloc always allocates a block of contiguous bytes
  - The allocation can fail if sufficient contiguous memory space is not available
  - If it fails, malloc returns NULL

```
if ((p = (int *) malloc(100 * sizeof(int))) == NULL)
{
    printf ("\n Memory cannot be allocated");
    exit();
}
```

## **Dynamic Memory Allocation Functions: free()**



### To release allocated memory use

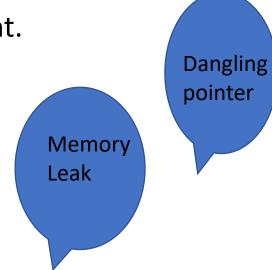
### free(ptrvariable)

• Deallocates memory allocated by malloc().

Takes a pointer as an argument.

e.g

free(newPtr);



## **Dynamic Memory Allocation Functions: calloc()**



```
Similar to malloc(),
But allocated memory space are zero by default...
calloc() requires two arguments –
void *calloc(size_t nitem, size_t size);
Example
int *p;
p=(int*)calloc(100,sizeof(int));
returns a void pointer if the memory allocation is successful,
  else it'll return a NULL pointer.
```

### **Dynamic Memory Allocation Functions: realloc()**



#### Reallocate a block

#### Two arguments

- Pointer to the already allocated block
- Size of new block

```
int *ip;
ip = (int*)malloc(100 * sizeof(int));
...
/* need twice as much space */
ip = (int*)realloc(ip, 200 * sizeof(int));
```



### **Lecture Summary**

### **Memory Allocation**

- Static Memory allocation
- Dynamic memory allocation

Apply the concepts to implement C program for the following problem statement

Multiply two matrices. Allocate the memory for the matrices dynamically

## **Multiple-Choice-Questions (MCQ'S)**



## 1. Which of the following is true about static memory allocation?

- a) Memory is allocated during runtime.
- b) The size of memory block can be altered during execution.
- c) Memory is allocated during compile time and remains fixed.
- d) It uses malloc() and free() functions.

## Multiple-Choice-Questions (MCQ'S)



- 1. Which of the following is true about static memory allocation?
- a) Memory is allocated during runtime.
- b) The size of memory block can be altered during execution.
- c) Memory is allocated during compile time and remains fixed.
- d) It uses malloc() and free() functions.

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## Multiple-Choice-Questions (MCQ'S)

# 2. In C, which of the following dynamic allocation functions returns memory that is not initialized?

- a) malloc()
- b) calloc()
- c) realloc()
- d) free()



## Multiple-Choice-Questions (MCQ'S)

# 2. In C, which of the following dynamic allocation functions returns memory that is not initialized?

- a) malloc()
- b) calloc()
- c) realloc()
- d) free()

## Multiple-Choice-Questions (MCQ'S)



## 3. Which of the following statements is false regarding dynamic memory allocation?

- a) It is performed at runtime.
- b) It uses heap memory.
- c) The size of memory block cannot be changed once allocated.
- d) realloc() can resize an already allocated block.

## **Multiple-Choice-Questions (MCQ'S)**



# 3. Which of the following statements is false regarding dynamic memory allocation?

- a) It is performed at runtime.
- b) It uses heap memory.
- c) The size of memory block cannot be changed once allocated.
- d) realloc() can resize an already allocated block.

## Multiple-Choice-Questions (MCQ'S)



# 4. What will happen if free() is not called after using dynamically allocated memory?

- a) The program will not compile.
- b) Memory leak will occur.
- c) The stack will overflow.
- d) The data will be automatically deleted.

## **Multiple-Choice-Questions (MCQ'S)**



# 4. What will happen if free() is not called after using dynamically allocated memory?

- a) The program will not compile.
- b) Memory leak will occur.
- c) The stack will overflow.
- d) The data will be automatically deleted.

## Multiple-Choice-Questions (MCQ'S)



## 5. Which of the following is incorrect?

- a) Static allocation uses stack, dynamic uses heap.
- b) Static allocation is determined at compile time, dynamic at runtime.
- c) Static memory can be resized using realloc().
- d) Dynamic memory requires explicit allocation using malloc/calloc.





## 5. Which of the following is incorrect?

- a) Static allocation uses stack, dynamic uses heap.
- b) Static allocation is determined at compile time, dynamic at runtime.
- c) Static memory can be resized using realloc().
- d) Dynamic memory requires explicit allocation using malloc/calloc.



## **THANK YOU**

Vandana M L

Department of Computer Science & Engineering

vandanamd@pes.edu

+91 7411716615