

- \* A class doesn't have any memory.
  - \* It is just a template / blue print / prototype to create objects.
  - \* Once we create objects they occupy the Heap Memory of our computer system.
  - \* More number of objects = More Heap Memory = Less Optimized App
- ∴ We need to destroy the objects after program execution.

To destroy objects we use a destructor.

~Class Name(); → It is automatically invoked after program execution.  
There can be only 1 destructor in a class.

\* Dynamic Memory Allocation in C++

Allocation → new

Deallocation → delete

1D array: → Only one single row [2, 8, 16, 4, 1]

int \* array = new int [size];

deallocation →

delete [ ] array;

Two Dimensional Array  
Square Matrix (n x n)

Two dimensional Array  
Non-Square Matrix (n x m)

int \*\* twoD = new int \* [n];

int \*\* twoD = new int \* [n];

This will create the n rows  
n rows n cols

This will create the n rows  
n rows n cols

Initialize column size for  
each row separately.

Initialize column size for  
each row separately.

i → 0 to n-1

i → 0 to n-1

twoD[i] = new int [n];

twoD[i] = new int [m];

n cols

m cols

story to text file

string → JIT College

6-8 LPA

file → file.txt ASCII values

text file → string → JIT College

32 4 8 6 65 9 8