Dynamic Memory Allocation : (Pointers)

Allocating memory during program execution ot runtime to avoid loss of storage space.

- ① ✓ malloc (size);
- ② ✓ calloc (n, size);
- ③ realloc (ptr, newsize);
- ④ free (ptr);

return type   40 bytes   garbage

→ (void) → type casting   equal size

int | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

default values

#include <stdlib.h>