



Dynamic Memory Allocation in C

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- In C language there are 4 library functions under "stdlib.h" for dynamic memory allocation.

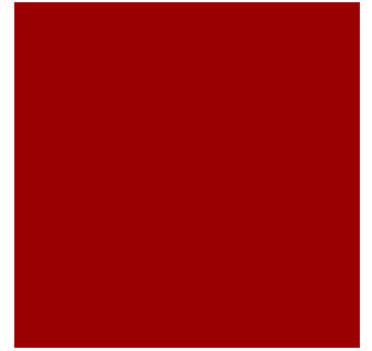
Function	Use of Function
malloc()	Allocates requested size of bytes and returns a pointer first byte of allocated space
calloc()	Allocates space for an array elements, initializes to zero and then returns a pointer to memory
free()	deallocate the previously allocated space
realloc()	Change the size of previously allocated space

malloc()



- The name malloc stands for "memory allocation". The function malloc() reserves a block of memory of specified size and return a pointer of type void which can be casted into pointer of any form.
- **Prototype:**
`void* malloc(size in byte);`
- **Syntax:**
`ptr=(cast-type*)malloc(byte-size);`
- Here, ptr is pointer of cast-type. The malloc() function returns a pointer to an area of memory with size of byte size. If the space is insufficient, allocation fails and returns NULL pointer.

malloc() cont.



- **Example:**

```
int *ptr;
```

```
ptr=(int*)malloc(100*sizeof(int));
```

- This statement will allocate either 200 or 400 according to size of int 2 or 4 bytes respectively and the pointer points to the address of first byte of memory.

Code Example of malloc()

```
#include <stdio.h>
#include <stdlib.h>
int main(){
    int n,i,*ptr,sum=0;
    printf("Enter number of elements: ");
    scanf("%d",&n);
    ptr=(int*)malloc(n*sizeof(int)); //memory allocated using malloc
    if(ptr==NULL)
    {
        printf("Error! memory not allocated.");
        exit(0);
    }
    printf("Enter elements of array: ");
    for(i=0;i<n;++i)
    {
        scanf("%d",ptr+i);
        sum+=*(ptr+i);
    }
    printf("Sum=%d",sum);
    free(ptr);
    return 0;
}
```

Problem:

Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using malloc() function.

calloc()



- The name calloc stands for "contiguous allocation".
- The difference between malloc() and calloc() is that, calloc() zero-initializes the memory blocks, while malloc() leaves the memory uninitialized.
- **Prototype:**
`void *calloc (no_of_blocks, size_of_each_block_in_bytes);`
- **Syntax:**
`ptr=(cast-type*)calloc(no_of_blocks, size_of_each_block_in_bytes);`
- This statement will allocate contiguous space in memory for an array of n elements.

calloc() cont.



- **Example:**

```
float *ptr;  
ptr=(float*)calloc(25, sizeof(float));
```

- This statement allocates contiguous space in memory for an array of 25 elements each of size of float, i.e, 4 bytes.

Code Example of calloc()



```
#include <stdio.h>
#include <stdlib.h>
int main(){
    int n,i,*ptr,sum=0;
    printf("Enter number of elements: ");
    scanf("%d",&n);
    ptr=(int*)calloc(n,sizeof(int));
    if(ptr==NULL)
    {
        printf("Error! memory not allocated.");
        exit(0);
    }
    printf("Enter elements of array: ");
    for(i=0;i<n;++i)
    {
        scanf("%d",ptr+i);
        sum+=*(ptr+i);
    }
    printf("Sum=%d",sum);
    free(ptr);
    return 0;
}
```

Problem:

Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using calloc() function.

free()



- Dynamically allocated memory with either `calloc()` or `malloc()` does not get return on its own.
- The programmer must use `free()` explicitly to release space taken from the Heap.
- **Prototype:**
`void free(pointer to heap memory);`
- **Example:**
`free(ptr);`
- This statement cause the space in memory pointer by `ptr` to be deallocated.

realloc()



- The realloc() function changes the size of a block of memory that was previously allocated with malloc() or calloc().
- If the previously allocated memory is insufficient or more than sufficient. Then, you can change memory size previously allocated using realloc().
- **Prototype:**
`void *realloc(void *ptr, size_t size);`
- The ptr argument is a pointer to the original block of memory. The new size, in bytes, is specified by size.

Code Example of realloc()

```
#include <stdio.h>
#include <stdlib.h>
int main(){
    int *ptr,i,n1,n2;
    printf("Enter size of array: ");
    scanf("%d",&n1);
    ptr=(int*)malloc(n1*sizeof(int));
    printf("Address of previously allocated memory: ");
    for(i=0;i<n1;++i)
        printf("%u\t",ptr+i);
    printf("\nEnter new size of array: ");
    scanf("%d",&n2);
    ptr=realloc(ptr,n2);
    for(i=0;i<n2;++i)
        printf("%u\t",ptr+i);
    return 0;
}
```