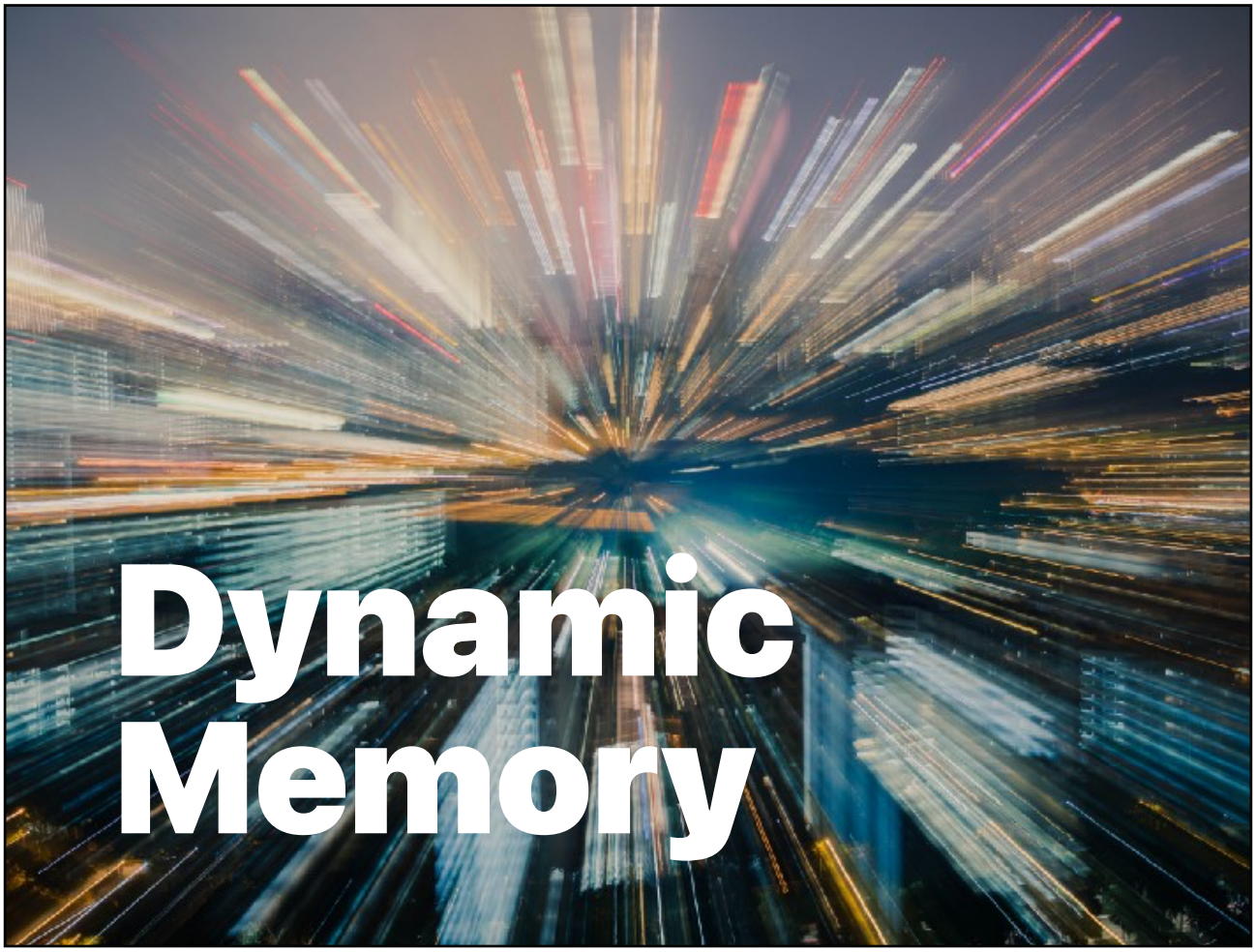
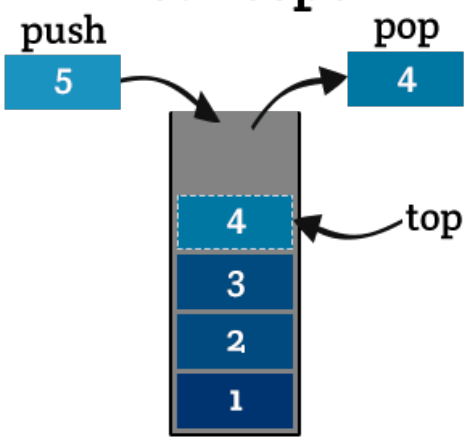
Basteltruppe
9


Dynamic
Memory

Stack

concept



real life

last-in-first-out (LIFO)

Heap

```
void*
malloc(size_t)
```

void
free(void*)

```
void*
realloc(void*
old, size_t
new_size)
```

Everything that is allocated, must be freed!

Everything must only be freed once!

Only use the memory that you received by the runtime!

Exercises

- Write a Linked List
- Write a Binary Tree
- Write a Ringbuffer (heap allocated)
- Write an ArrayList
-