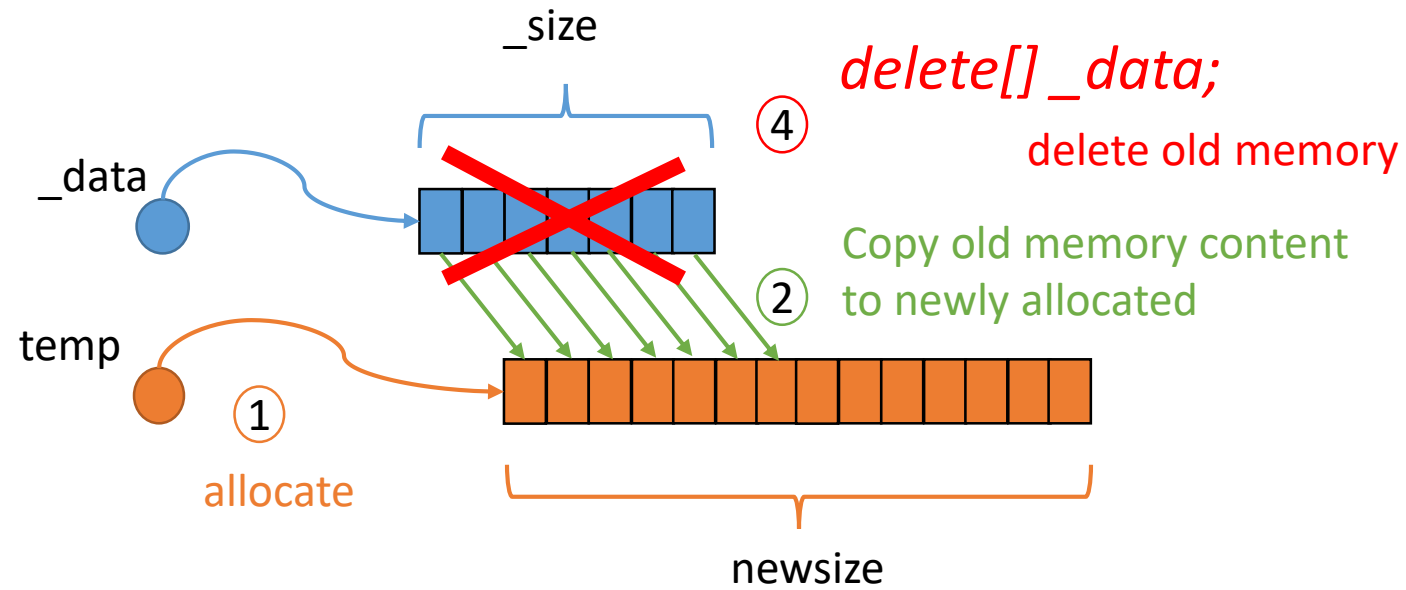


`_size = newsize` ③

Update the size attribute for memory

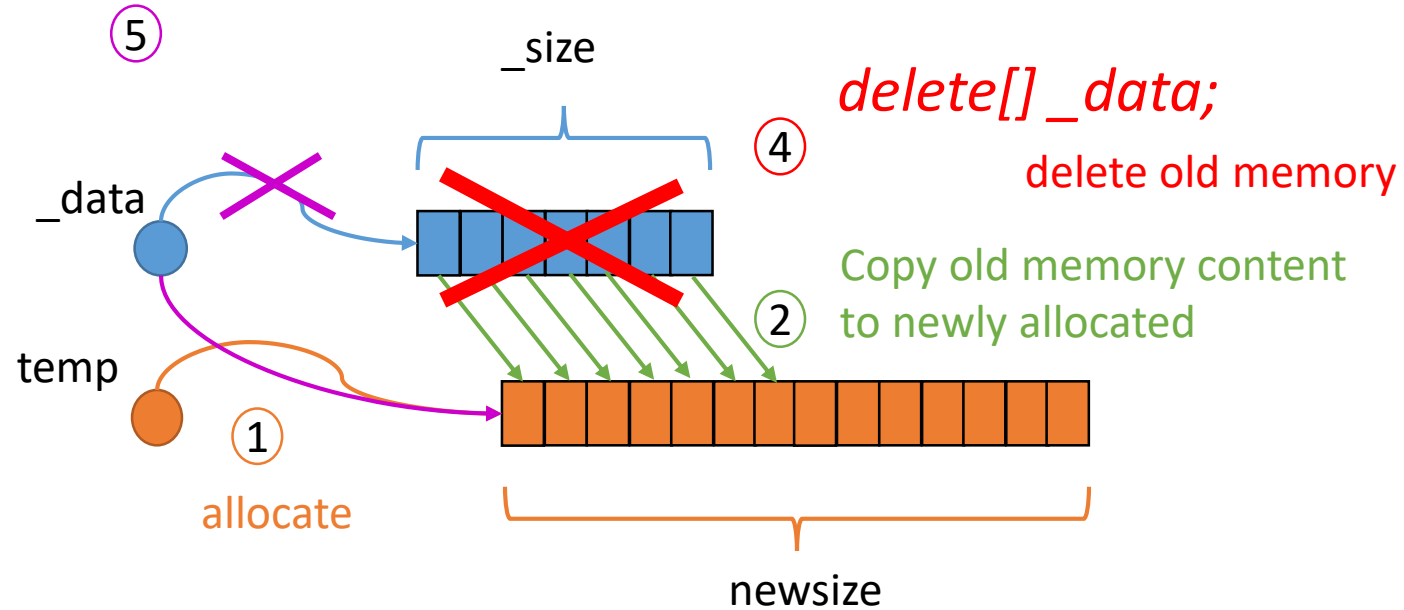


_size = newsize ③

Update the size attribute for memory

`_data = temp;`

Update the data pointer to point to newly allocated memory



`_size = newsize` ③

Update the size attribute for memory

