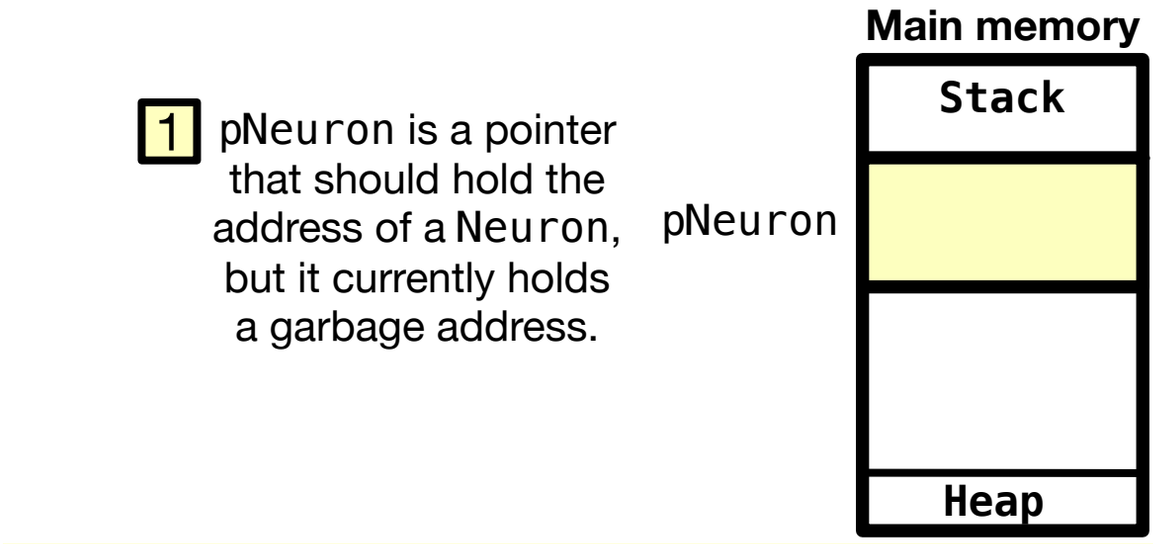
```c
#include <stdio.h>
#include <stdlib.h>

typedef struct Neuron {
  int neuronNum;
  double input;
} Neuron;

int main(void) {
  Neuron *pNeuron;
```

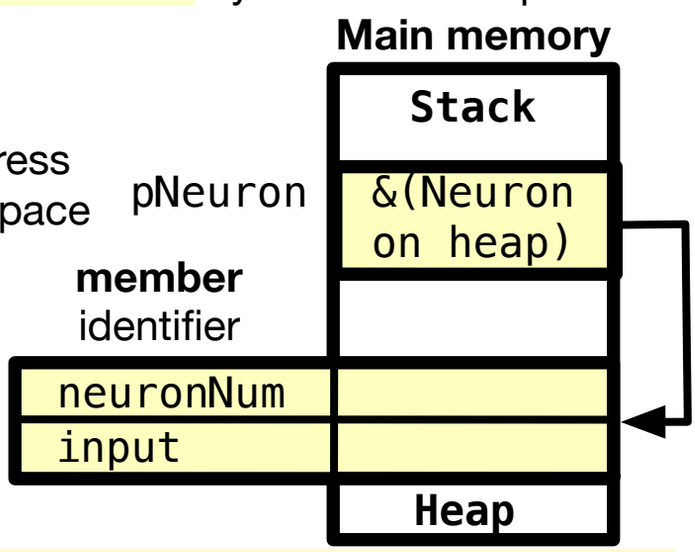


1 pNeuron is a pointer that should hold the address of a Neuron, but it currently holds a garbage address.

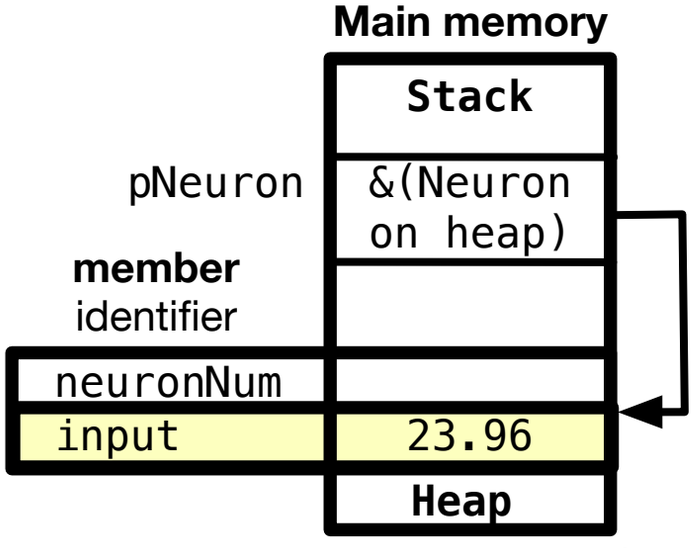
```c
  pNeuron = (Neuron *)malloc(sizeof(Neuron));
```

2 allocates `sizeof(Neuron)` bytes on the heap

3 pNeuron hold the address of this newly allocated space




```c
  pNeuron->input = 23.96;
```



4 change input in Neuron that pNeuron points to

```c
  printf("pNeuron->input = %.2lf\n", pNeuron->input);

  free(pNeuron);
```

5 need to free memory space allocated

```c
  return 0;
}
```