



When you want to use dynamic memory in C++

You just got



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static arrays

Eg, Arranging books: You have a pile of books and a rack with multiple layers. Once all the books are arranged, you essentially created an array of elements (in this case, books)

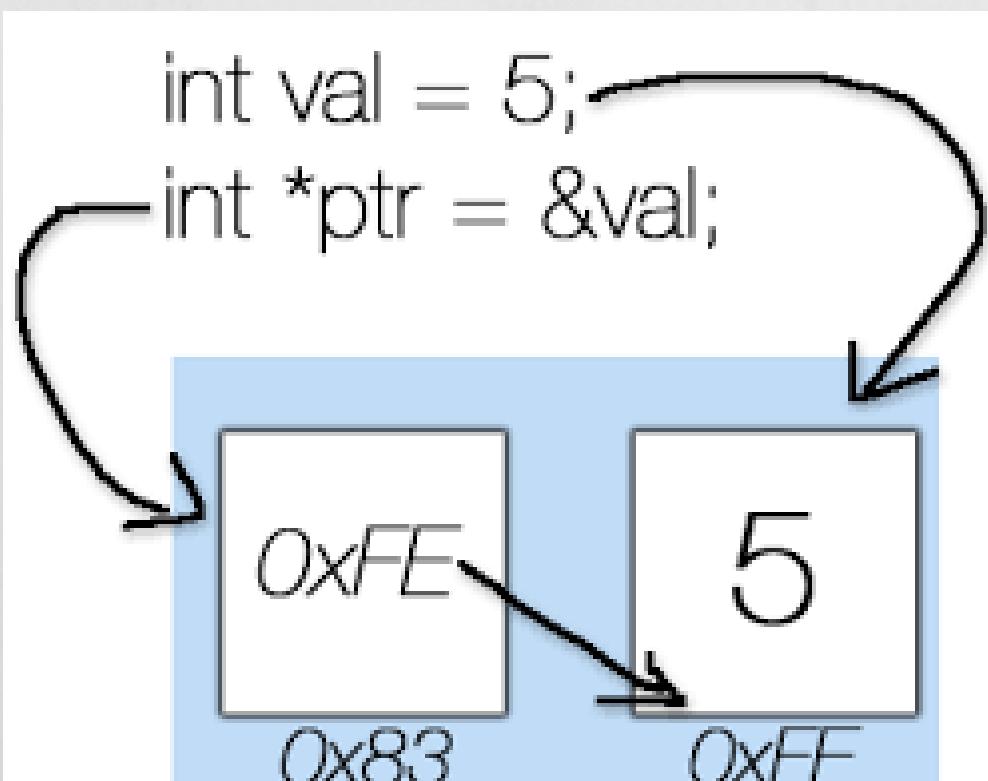
dynamic arrays(vector in c++)

Eg: a meeting of 30 people, 30 chairs, but the subsequent people come again, the thirty chairs are certainly not enough, and then, for example, the actual came 30 people, 50 chairs is redundant, in real life, according to the number of participants in the meeting can be appropriate to increase or reduce the number of chairs, the same in c++ can also be introduced to solve the programming problem of dynamic arrays.

```

1 struct structure_name
2 {
3     //data_type variable 1
4     //data_type variable 2
5     //data_type variable 3
6     ...
7 };

```



Struct 3

The structure creates a data type for grouping items of different data types under a single data type. For example: Suppose you need to store information about someone, their name, citizenship, and age. You can create variables like name, citizenship, and age to store the data separately.

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Pointer

E.g. say you want to find a specific person inside a building. Rather than duplicating the entire building (including all its contents) and then checking if the person is inside it. Just get hold of its address and check the original building if the person is there.