# OOP244 Review - MidTerm

**Static Memory**

The memory that the operating system allocates for the application at the load time is called static memory.

the compiler determines the amount of static memory

**Dynamic Memory**

The memory that an application obtains form the operating system during execution is called dynamic memory

the system reserves dynamic memory, allocates and deallocates it at run-time.

**Dynamic Allocation**

The keyword new followed by [n] allocates contiguous memory dynamically for an array of n elements and returns the address

pointer = new Type[size];

Dynamic Deallocation

delete [] pointer;

**Member Functions**

The member functions of a class provide the communication links between client code and objects of the class. Client code calls the member functions to access an object’s data and possibly to change that data.

* **Queries**: report the state of the object
* **Modifiers:** Change the state of the object
* **Special:** Create, Assign and destroy an object

Function Definition

| void Student::display() const {  cout << no << ": \n";  for (int i = 0; i < ng; i++)  cout << grade[i] << endl; } |
| --- |

Calling a member functions

harry.display();