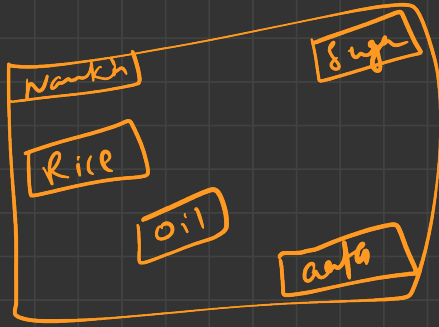


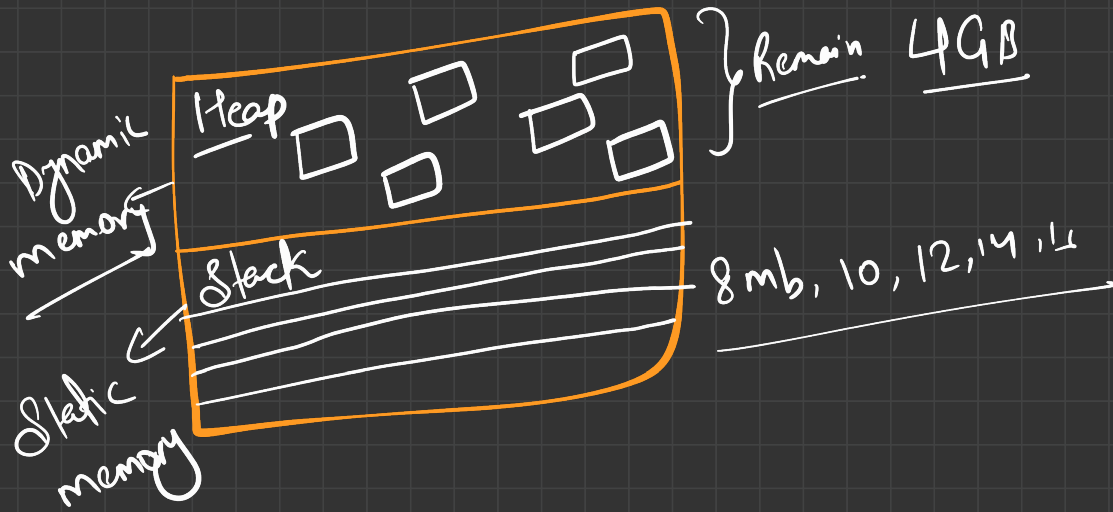
Memory Management



Heap



Stack



→ void f1() { int a, b;

→ void f2() {
→ }
→ }

→ void f3() {
→ f1();
→ }

int main() {

int x, y, z;

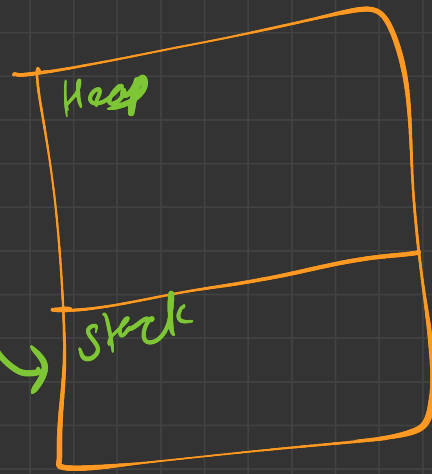
x=11, y=20, z=30;

→ f1();

→ f2();

→ f3();

} →



```

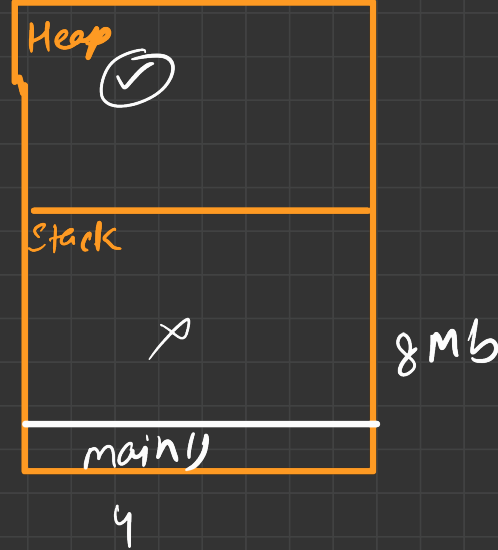
int main() {
    int n;
    cin >> n;
    int arr [n];
}

```

```

int arr [1000000];

```



```
int main() {
```

```
→ int *ptr = new int
```

```
↔ float *ptr1 = new float
```

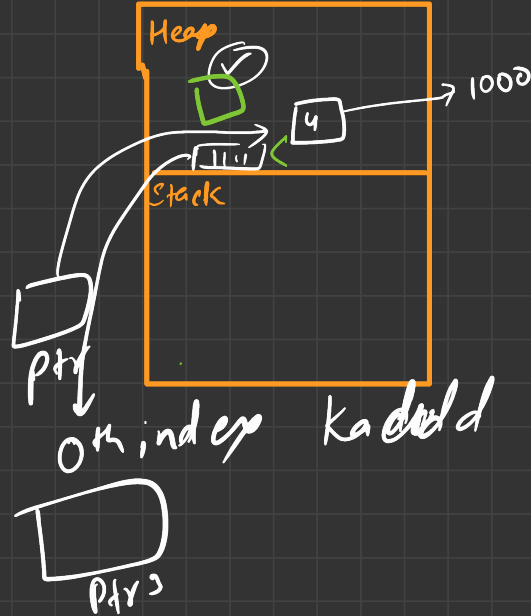
```
→ int *ptr3 = new int [10000]
```

```
→ delete ptr;
```

```
→ delete ptr1;
```

```
delete[] ptr3;
```

```
}
```



```
int n;  
cin >> n;  
int *ptr = new int[n];  
|
```

Allocation



Dynamic
Memory

Heap

Static
memory

