
Memory Management

```
1 struct Employee {
2     char *first_name;
3     char *last_name;
4     int employee_id;
5     int ssn;
6     float salary;
7 };
8
9 // manually allocating memory
10 // mark.first_name has type char *
11 mark.first_name = (char *) malloc(50*size(char));
12
13 // manually freeing memory
14 free(mark.first_name);
15 mark.first_name = NULL;
```