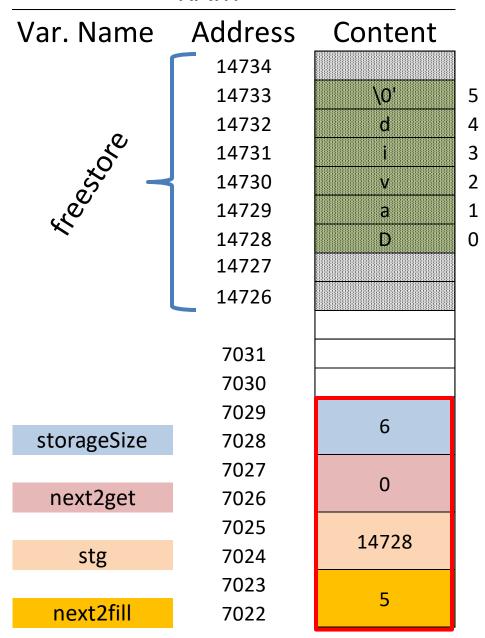
## **RAM**

\	Α.Ι.Ι		_
Var. Name	Address	Content	
	7042		
	7041		
	7040		
	7039		
	7038		
	7037		1
	7036		ç
	7035		٤
	7033		7
	7032		e
	7031	\0'	5
	7030	d	2
	7029	i	3
	7028	V	2
	7027	а	1
	7026	D	C
	7025	7026	
storage	7024	7026	
	7023	F	
next2fill	7022	5	
	•		•

```
char src[] = "David";
char storage[20];
int next2fill = 0;
while (src[next2fill]) {
   storage[next2fill++] =
       src[next2fill]; }
storage[next2fill] = ^{\prime}0';
After the above code runs,
memory in a "Holder" class
object looks as shown to the
left. "storage" is a 20-byte
array (yellow), with the
name "storage" associated
with a memory location that
holds a const pointer to the
base of the array.
```

## RAM



```
char src[] = "David";
int L = strlen(src) + 1;
char * stg = new char[L];
int next2fill = 0;
while (src[next2fill]) {
   stg[next2fill++] =
        src[next2fill]; }
stg[next2fill] = '\0';
```

After the above code runs, memory in a "Fifo" class object looks as shown to the left. There's a 6-byte array (green) off in the freestore, and member variable "stg" holds a *dynamic* pointer to the base of the array.