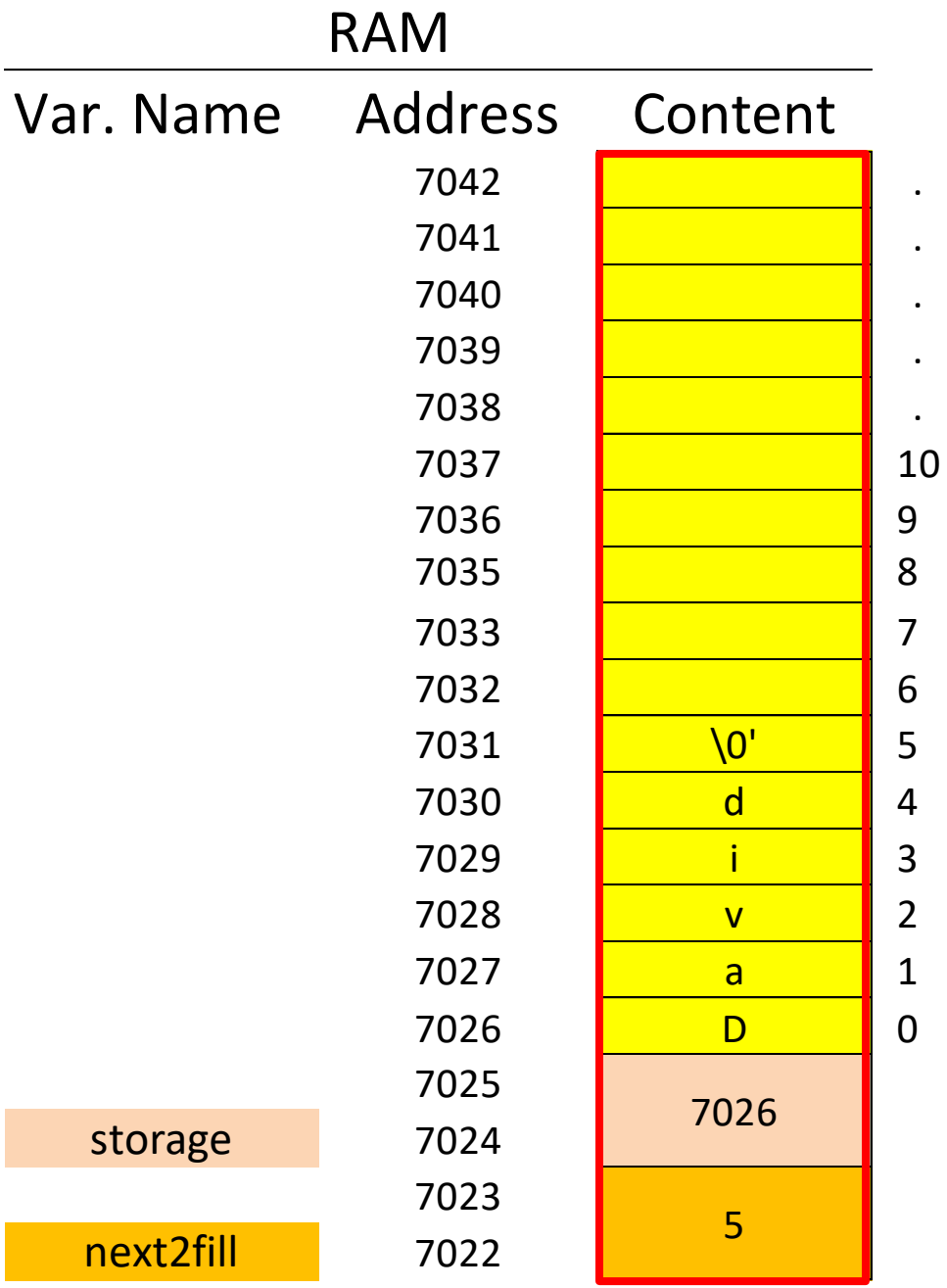
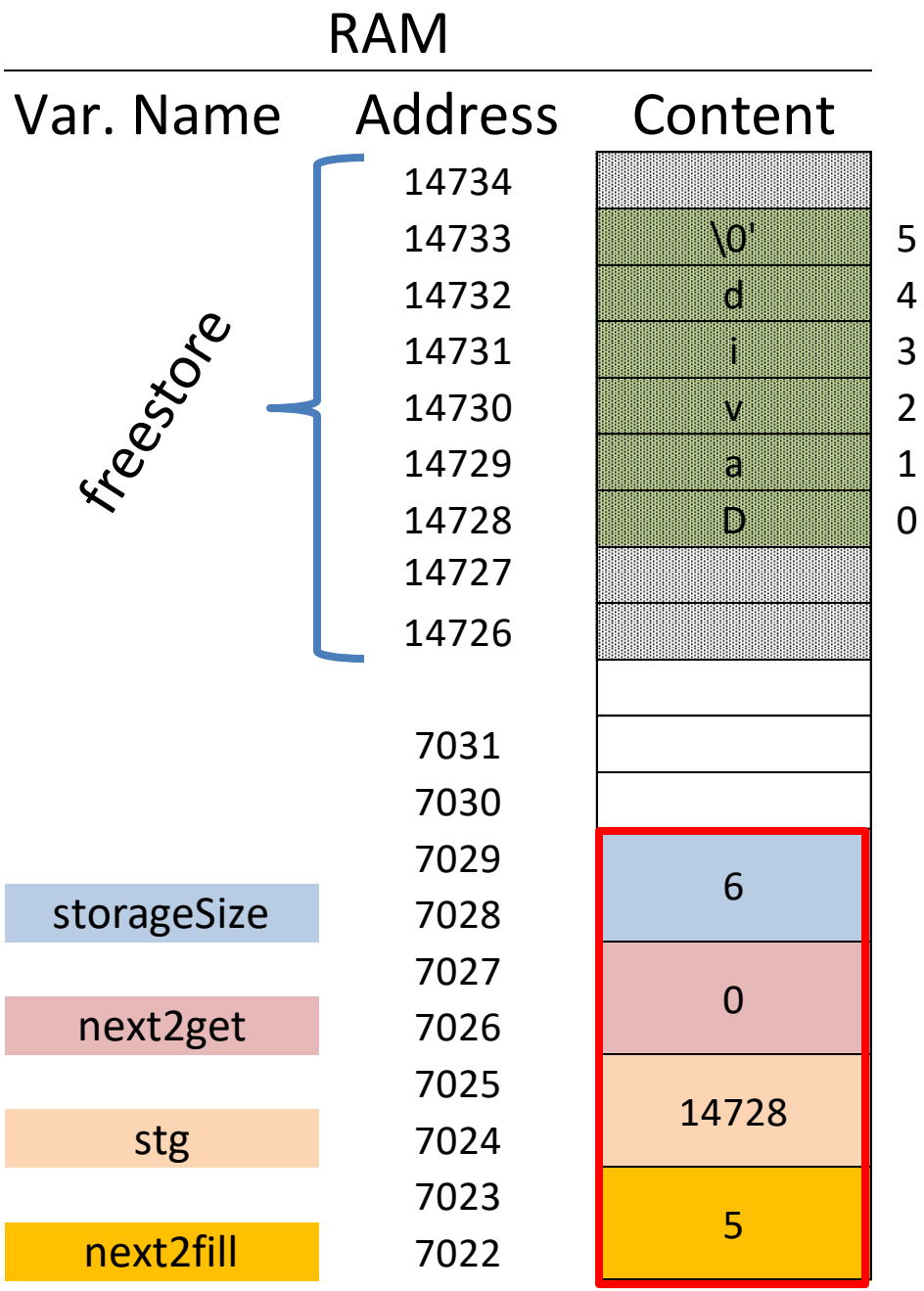



```
char src[] = "David";

char storage[20];
int next2fill = 0;
while (src[next2fill]) {
   storage[next2fill++] =
        src[next2fill]; }

storage[next2fill] = '\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.




```
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.