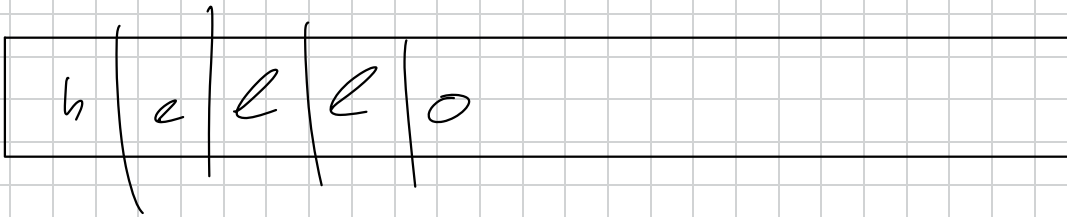
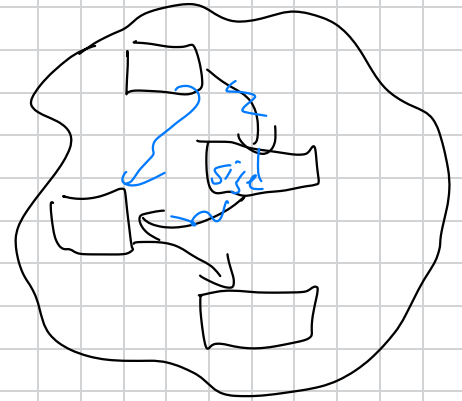
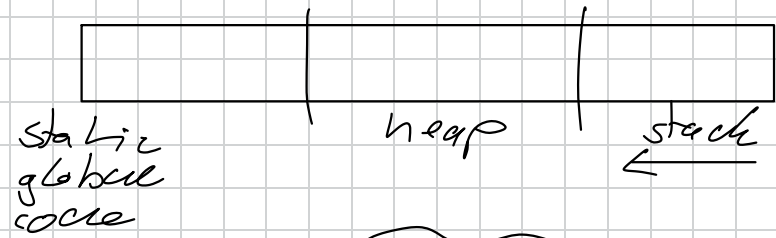


void\* malloc (size\_t n)  
1000 \* sizeof(int)



char\* str = malloc ...

char\* ptr =

ptr = realloc (ptr, new\_size)  
we have to free malloc

