



- Diagram for Mark 1 before free shows the stack holding the pointer 's' which would then point to the start of the heap, holding the variable i(10) used in the loop. In the heap there consists an array of integers 1 through 10.
- Diagram for Mark 2 shows the heap memory being freed so the data previously in the heap is now invalid, however the pointer 's' is still pointing to the same address becoming a dangling pointer.