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```
void* operator new (std::size_t sz)
{
    std::cout << "new called\n";
    return std::malloc (sz);
}
```

```
void* operator new[] (std::size_t sz)
{
    std::cout << "new[] called\n";
    return std::malloc (sz);
}
```

```
void operator delete (void* ptr) noexcept
{
    std::cout << "delete called\n";
    std::free (ptr);
}
```

```
void operator delete[] (void* ptr) noexcept
{
    std::cout << "delete[] called\n";
    std::free (ptr);
}
```

\$./run

new called

new called

delete called

new called

delete called

delete called

```

void* operator new (std::size_t sz)
{
    std::cout << "new called\n";
    return std::malloc (sz);
}

void* operator new[] (std::size_t sz)
{
    std::cout << "new[] called\n";
    return std::malloc (sz);
}

void operator delete (void* ptr) noexcept
{
    std::cout << "delete called\n";
    std::free (ptr);
}

void operator delete[] (void* ptr) noexcept
{
    std::cout << "delete[] called\n";
    std::free (ptr);
}

```

\$./run

```

new called
new called
delete called
new called
delete called
delete called

```

```
void* operator new (std::size_t sz)
{
    if (is_real_time_context())
    {
        // Log violation
        ...
    }

    return std::malloc (sz);
}
```