

# Stack vs Heap

Adapted from materials by Dr. Carrier



[Monika Borys- Unsplash](#)



[Mandy Jouan - Flickr](#)

The what and what??

# The what and what??

- Two areas of memory

# The what and what??

- Two areas of memory
- The stack is a stack data structure

# The what and what??

- Two areas of memory
- The stack is a stack data structure
- The heap is not necessarily a heap 🧡

# The what and what??

- Two areas of memory
- The stack is a stack data structure
- The heap is not necessarily a heap 😊
- Variables are in one or the other
  - Which one depends on how variable is declared!

# The what and what??

- Two areas of memory
- The stack is a stack data structure
- The heap is not necessarily a heap 🤪
- Variables are in one or the other
  - Which one depends on how variable is declared!
- So far, we've only dealt with the stack

# The stack



# The stack

- New block (scope) for each function called

# The stack

- New block (scope) for each function called
  - Function local variables are stored in block

# The stack

- New block (scope) for each function called
  - Function local variables are stored in block
  - When function returns, that block is freed

# The stack

- New block (scope) for each function called
  - Function local variables are stored in block
  - When function returns, that block is freed
    - Those variables are gone!

# The heap

# The heap

- Dynamically allocated memory

# The heap

- Dynamically allocated memory
  - Not tied to a particular functions scope

# The heap

- Dynamically allocated memory
  - Not tied to a particular functions scope
  - Can be allocated and freed at any time



# The heap

- Dynamically allocated memory
  - Not tied to a particular functions scope
  - Can be allocated and freed at any time
- We must free any memory we allocate

# The heap

- Dynamically allocated memory
  - Not tied to a particular functions scope
  - Can be allocated and freed at any time
- We must free any memory we allocate
  - What happens if not?

# The heap

- Dynamically allocated memory
  - Not tied to a particular functions scope
  - Can be allocated and freed at any time
- We must free any memory we allocate
  - What happens if not?
    - Memory leaks!

# The heap

- Dynamically allocated memory
  - Not tied to a particular functions scope
  - Can be allocated and freed at any time
- We must free any memory we allocate
  - What happens if not?
    - Memory leaks!
      - You can lose access (pointer) to allocated memory
      - Thus your program *can't* free it
      - Usually cleaned up by OS when program exits

Why have both?

# Why have both?

- Stack allocates / deallocates automatically

# Why have both?

- Stack allocates / deallocates automatically
  - Often limited in size

# Why have both?

- Stack allocates / deallocates automatically
  - Often limited in size
  - All allocations on stack are static (sizes are set at compile time)



# Why have both?

- Stack allocates / deallocates automatically
  - Often limited in size
  - All allocations on stack are static (sizes are set at compile time)
- Heap allows flexibility, but require more thought

# Why have both?

- Stack allocates / deallocates automatically
  - Often limited in size
  - All allocations on stack are static (sizes are set at compile time)
- Heap allows flexibility, but require more thought
  - Larger arrays

# Why have both?

- Stack allocates / deallocates automatically
  - Often limited in size
  - All allocations on stack are static (sizes are set at compile time)
- Heap allows flexibility, but require more thought
  - Larger arrays
  - Arrays that persist after a function returns

# Why have both?

- Stack allocates / deallocates automatically
  - Often limited in size
  - All allocations on stack are static (sizes are set at compile time)
- Heap allows flexibility, but require more thought
  - Larger arrays
  - Arrays that persist after a function returns
  - Amount of memory is unknown at compile time

# Why have both?

- Stack allocates / deallocates automatically
  - Often limited in size
  - All allocations on stack are static (sizes are set at compile time)
- Heap allows flexibility, but require more thought
  - Larger arrays
  - Arrays that persist after a function returns
  - Amount of memory is unknown at compile time
    - \*Technically possible in stack via VLAs
      - But we're ignoring this ;^)

# Memory allocation

# Memory allocation

- Stack

# Memory allocation

- Stack
  - Static (compile time) memory allocation
    - Examples: `int x; char arr[20];`



# Memory allocation

- Stack
  - Static (compile time) memory allocation
    - Examples: `int x; char arr[20];`
- Heap
  - Dynamic (runtime) memory allocation

# Memory allocation

- Stack
  - Static (compile time) memory allocation
    - Examples: `int x; char arr[20];`
- Heap
  - Dynamic (runtime) memory allocation
    - Examples: `malloc()`; `realloc()`; etc.
    - This is our next lecture :^)