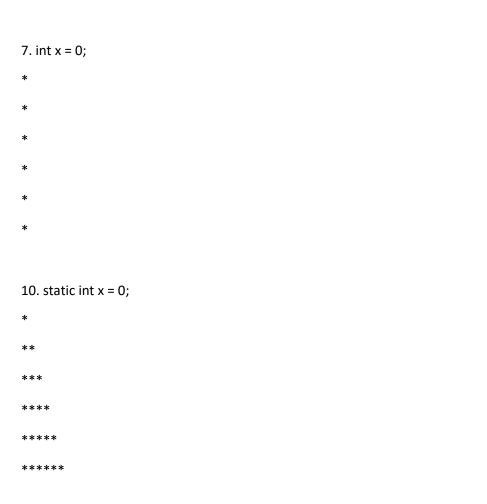
Lab 3: Dynamic Memory Answer Sheet

Due: Friday 2/4 at 11:59 PM

Type your answers on this sheet making sure to list the question numbers.





- 11. using static, the program remembered the value for x
- 12. if you remove static, the value for x resets each time the function is called

Part 2

```
int* ptr; //declare a pointer capable of pointing at an int
ptr = new int; //make the pointer point at a new integer
cout << ptr << endl; //print out the address of the new integer
cout << &ptr << endl; //print out the address of that pointer</pre>
```

16. address of the new integer: 0xf36fd0

17. address of the pointer: 0x61febc

20. first line: 2402 is stored at 0x10f6fd0

last line: 2411 is stored at 0x10f6fd0

22. penultimate line: 0 is stored at 0x896ff4

last line: -1 is stored at 0x896ff8

Part 3

28.5 numbers

41

18467

6334

26500

19169

Sorry, no room left :(

30. 5 random numbers, then resize, then the remaining 20 numbers

RESIZED

32. resized, then 25 random numbers (the third one being 0)

RESIZED