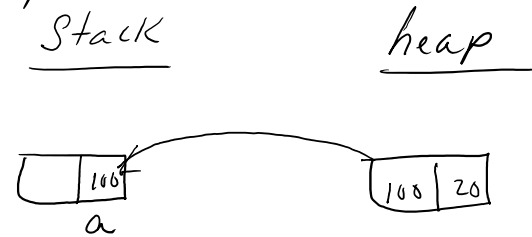


Dynamic memory allocation

```
main()
{
    Func();
}
```

```
Func()
{
    int *a, *b;
    a = (int *) malloc(sizeof(int));
    *a = 20;
    free(a);
    b = new int
    *b = 30;
    delete b
}
```



// to allocate memory for strings Stack heap

```
Func2() {
    char *a, *b,
    int c;
    cout << "How big is the string";
    cin >> c
    a = (char *) malloc(sizeof(char) * c);
    b = new char[b];

    free(a);
    delete [] b;
}
```

