1) we need to increase the size of the dynamic memory because when the memory is dynamic, it may change size during run time depending on certain variables or conditions, and that’s why it needs to be adapted to fit smaller or bigger data.

2) we don’t use delete to deallocate memory because the array that holds the names for the kingdoms is part of the kingdom struct and once the structs gets deallocated, all of the members will get deleted as well.

3) the compiler will know which display to call depending on what parameters are passed to it. If only one parameter is passed it will know that it needs to use the first function, but when 2 parameters are passed it will know that the second function needs to be used.

4) I found this workshop very difficult die to the high usage of pointers and addresses. I’m still trying to learn more about pointers and addresses and how they are passed and used.

Quiz 2 reflection

2) true

3) the order of parameters

4) (item\* X)

X->price \*= 0.50;

Discount(&apple);

5) float \* pointers[6];

7) struct item(int,double)