**Dynamic memory in C.**

C++ integrates the operators *new* and *delete* for allocating dynamic memory. But these were not available in the C language; instead, it used a library solution, with the functions [malloc](https://www32.cplusplus.com/malloc), [calloc](https://www32.cplusplus.com/calloc), [realloc](https://www32.cplusplus.com/realloc) and [free](https://www32.cplusplus.com/free), defined in the header [<cstdlib>](https://www32.cplusplus.com/%3Ccstdlib%3E) (known as <stdlib.h> in C). These functions are also available in C++ and can also be used to allocate and deallocate dynamic memory.

Note, though, that the memory blocks allocated by these functions are not necessarily compatible with those returned by *new*, so they should not be mixed; each one should be handled with its own set of functions or operators.