HW1, copying will be cracked down.

Static/global memory pool

This is where

All constants (including string literals) are held

Global variables

All variables declared “static” are held

Allocated when

The program starts

Deallocated when

The program terminates

FIXED SIZE

Compiler needs to know the size and make reservations

Stack

Where memory come from for local variables in functions

Easy to manage because it’s automatic

Scope of function should not be used after the function returns

Heap

Memory comes from for manual “on-the-fly” allocations

Who is in charge?

The programmer for both allocation/deallocation

Lifetime of memory blocks?

As long as they are not freed



