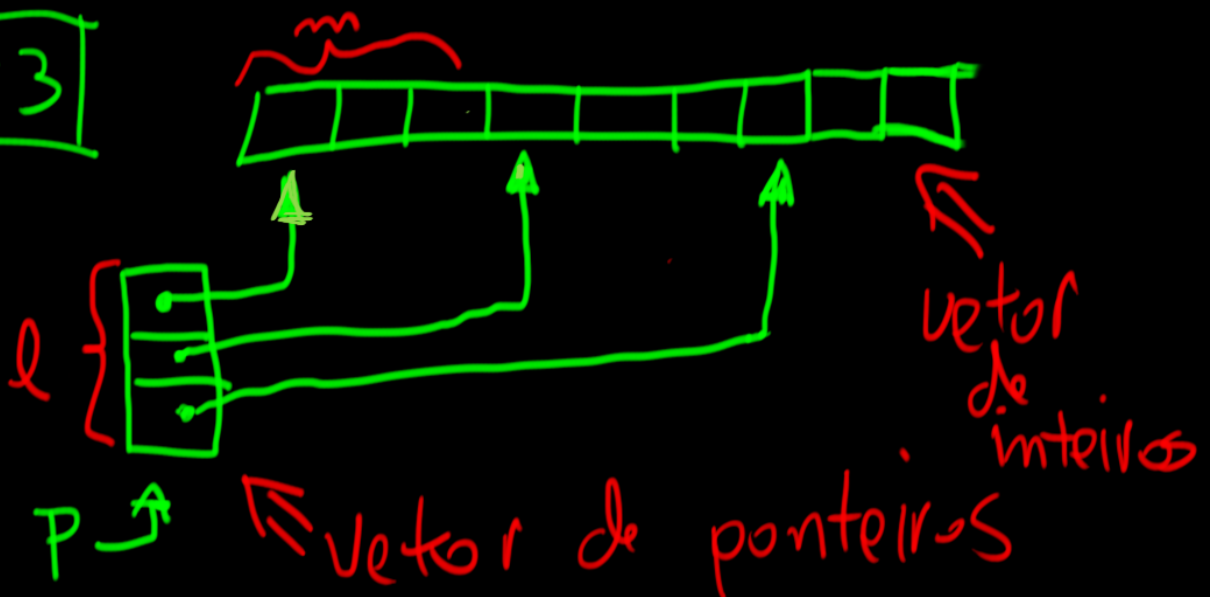


3x3



```
aux = malloc(sizeof(int) * 3 * 3);  
p = malloc (sizeof(int*) * 3);  
for (i = 0; i < 3; i++)  
    p[i] = aux + i*3;  
  
free(p);  
free(aux);
```