

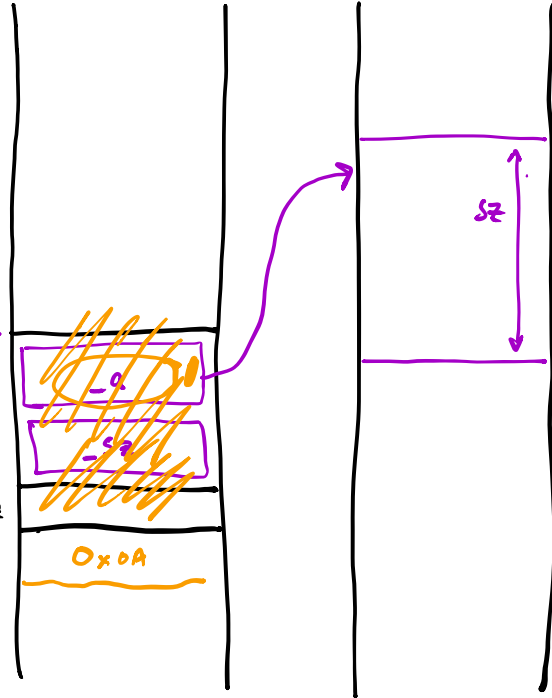
### Option 1

```
my_arr* alloc_arr(int sz)
{
    my_arr pr = my_arr;
    pr._a = new float[sz];
    pr._sz = sz;
    return &pr;
}
```

0x0A  
pr

sz

0x0A



### Option 2

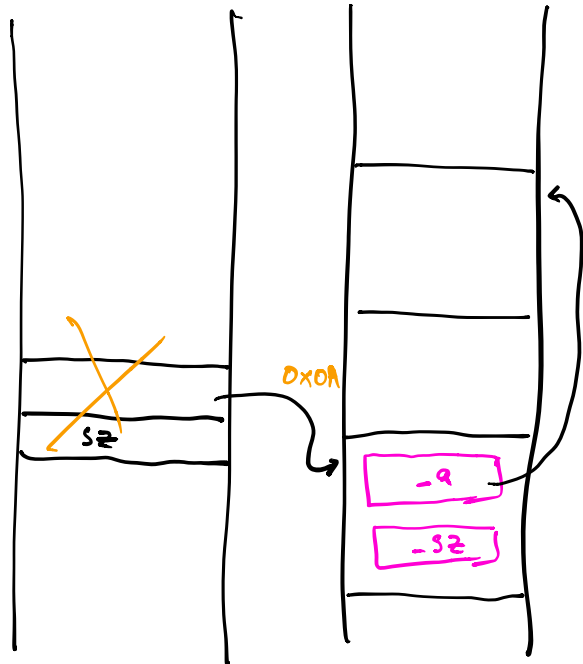
```
my_arr* alloc_arr(int sz)
{
    my_arr* pr = new my_arr;
    pr->_a = new float[sz];
    pr->_sz = sz;
    return pr;
}
```

0x0A

pr

sz

0x0A



`my_arr** v = new my_arr*[num];`

