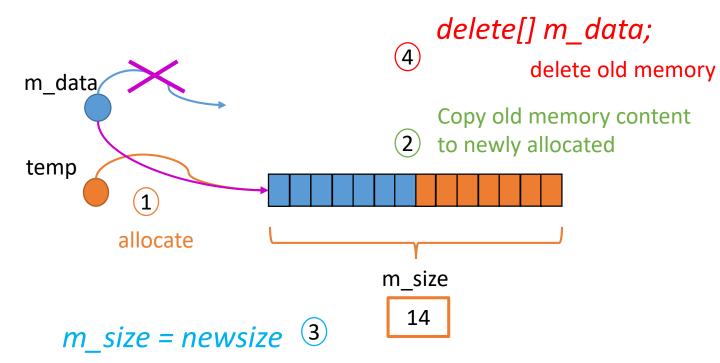


## m\_data = temp;

(5)

Update the data pointer to point to newly allocated memory



Update the size attribute for memory

