Memory Management

```
struct Employee {
char *first_name;
char *last_name;
int employee_id;
int ssn;
float salary;
};

// manually allocating memory
// mark.first_name has type char *
mark.first_name = (char *) malloc(50*size(char));

// manually freeing memory
// manually freeing memory
ree(mark.first_name);
mark.first_name = NULL;
```