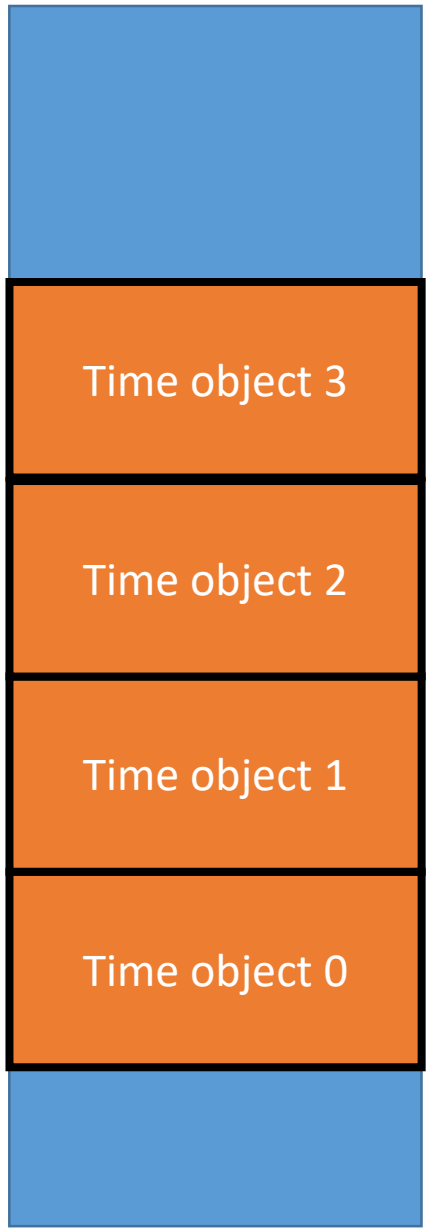
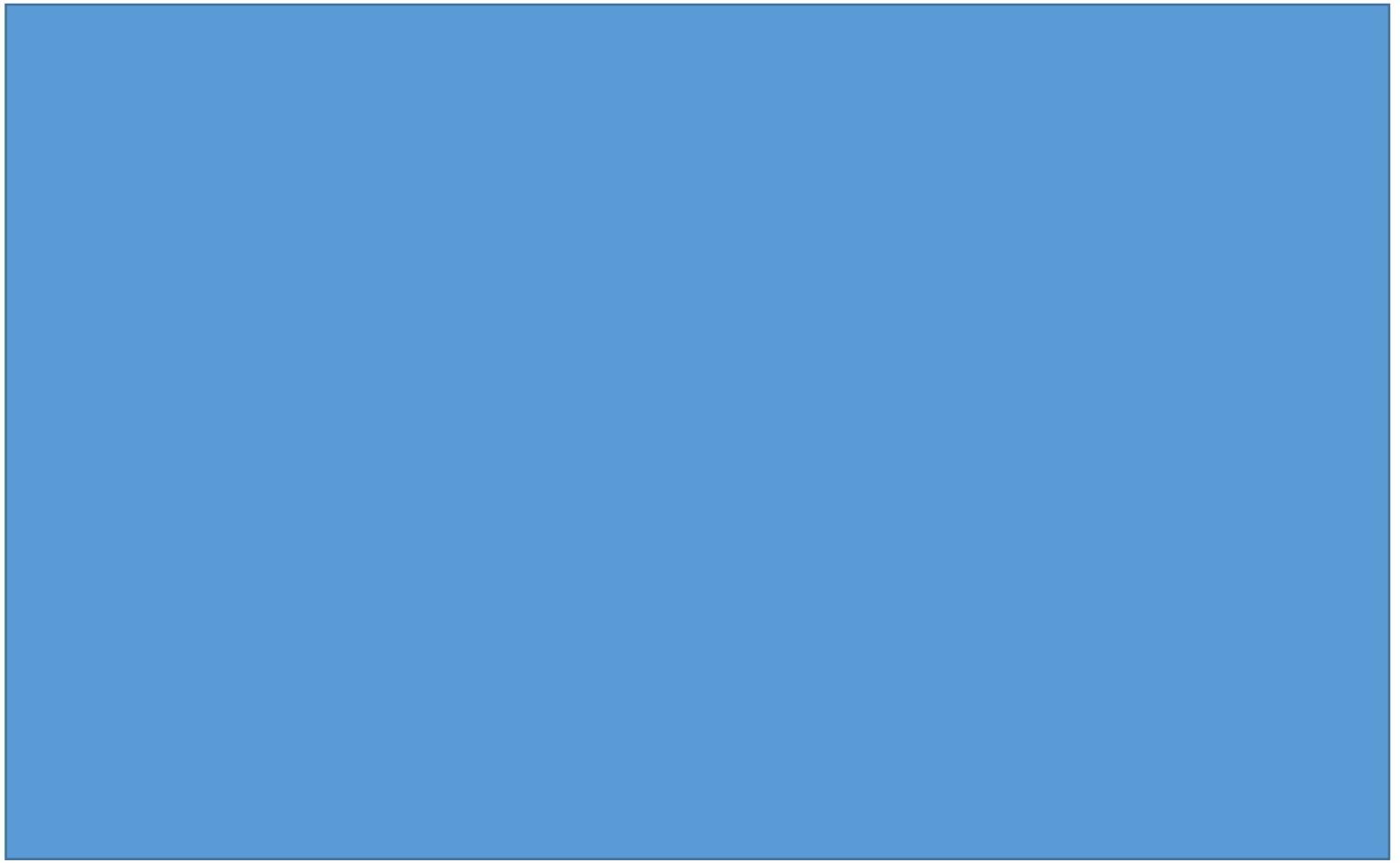
stack

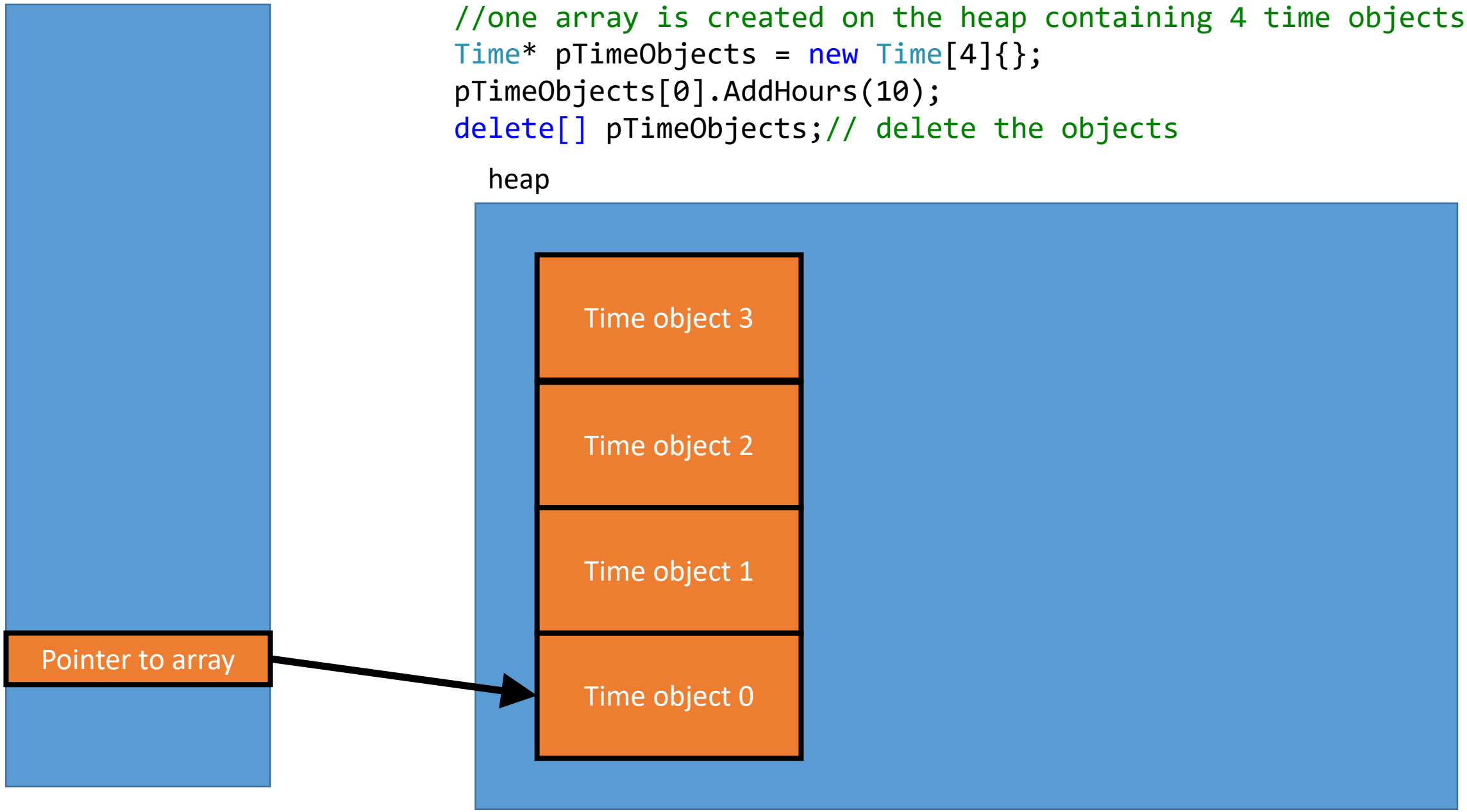
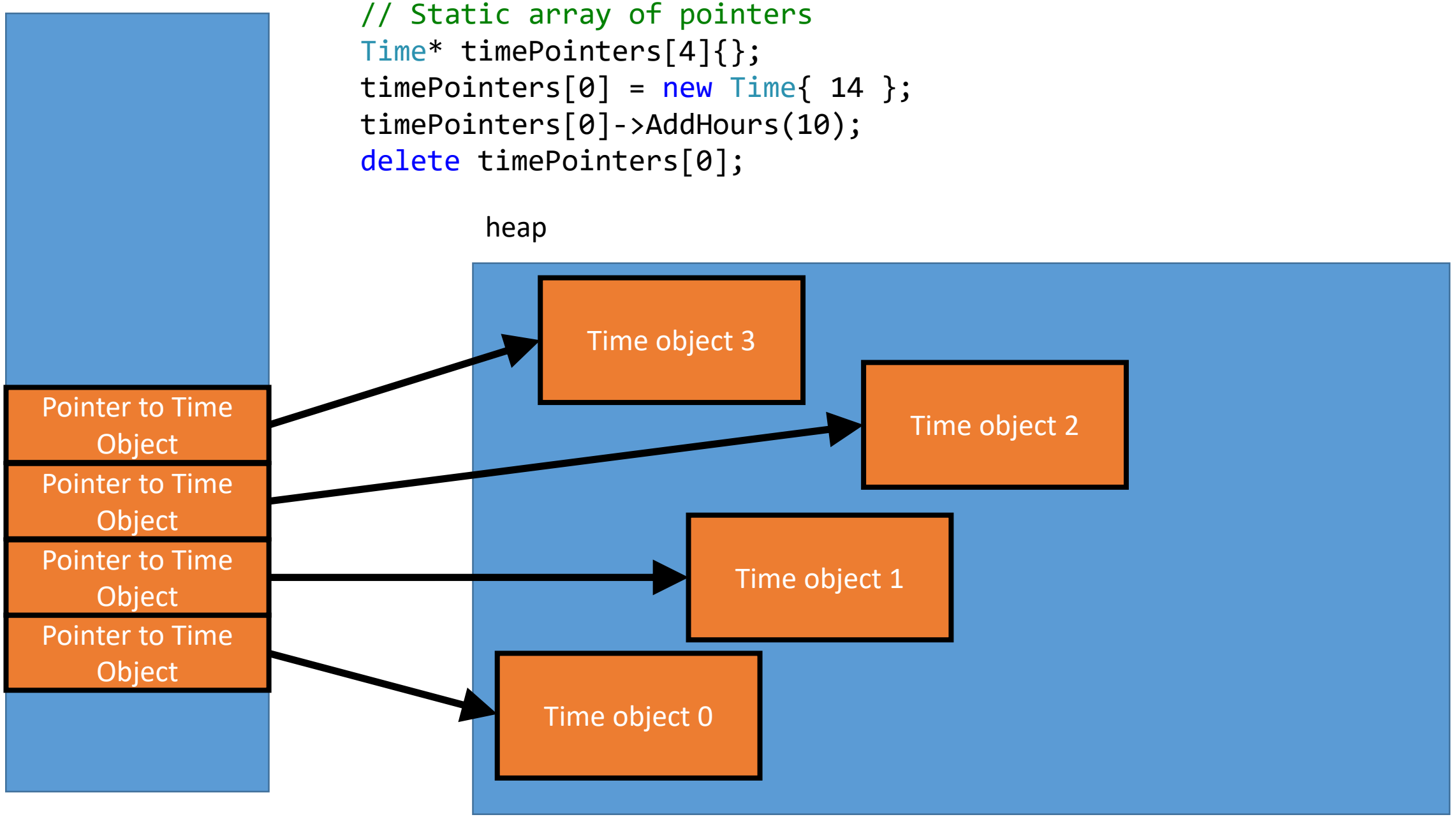



```
//Static array of objects
// one array on the stack containing 4 objects
Time timeObjects[4]{};
timeObjects[0].AddHours(10);
```

heap



```
//Dynamic array of objects
//one array is created on the heap containing 4 time objects
Time* pTimeObjects = new Time[4]{};
pTimeObjects[0].AddHours(10);
delete[] pTimeObjects;// delete the objects
```



```
// Static array of pointers
Time* timePointers[4]{};
timePointers[0] = new Time{ 14 };
timePointers[0]->AddHours(10);
delete timePointers[0];
```