

<code>malloc()</code>	<code>Calloc()</code>
1) Does not initialize memory [garbage]	1) Initialize all memory to zero
2) Memory allocation	2) Contiguous Allocation
3) <code>void *ptr</code>	3) <code>void *ptr</code>
4) <code>malloc(size)</code> <code>malloc(5 * size)</code> <code>malloc(5 * 4) -> 20 bytes</code>	4) <code>calloc(no of ele, size of each);</code> <code>calloc(5, sizeof(int))</code> <code>calloc(5, 4) => 20 bytes</code>
5) when u dont care about initial values	5) when u need memory with initial values (zero) ex: Arrays