**‘No two objects can have same memory address’**

In order to achieve this, we have to make sure that every object of any type must have non-zero memory size. For example, an empty class’s object will always have a size of 1 byte (dummy memory of 1 byte is allocated). [Bjarne Stroustrup's C++ Style and Technique FAQ](https://www.stroustrup.com/bs_faq2.html#sizeof-empty) (size of empty)

Arrays of size 0.

1. Raw arrays: can not have zero size. Compiler error.
2. Raw arrays as a member variable of a class: can have a size 0 as even the empty class’s object will always have a size of 1 byte. For example in std::array, std::vector. If the empty array is deallocated, it causes a run - time error.
3. Raw array in a template function (not in a class): can not have zero size. Compiler error.