

Create object in Stack or Heap

Stack:

Rectangle r1; // Valid

Rectangle r1(); // invalid, don't give empty brackets.

Heap:

Rectangle *p; // pointer, it is created in stack.

p=new Rectangle(); // object is created in heap. Empty () can be given.

Pointer size

Every pointer takes **8 bytes** of memory in latest compiler.

Size of pointer is not dependent on its datatype.

Note: I have assumed that pointer takes 2 bytes, to make explanation easy

'->' vs '.'

Stack: if an object is created in stack, use '.'

Rectangle r1;

r1.area();

Heap: if an object is created in heap then use '->'

Rectangle *p;

p=new Rectangle();

p->area();

