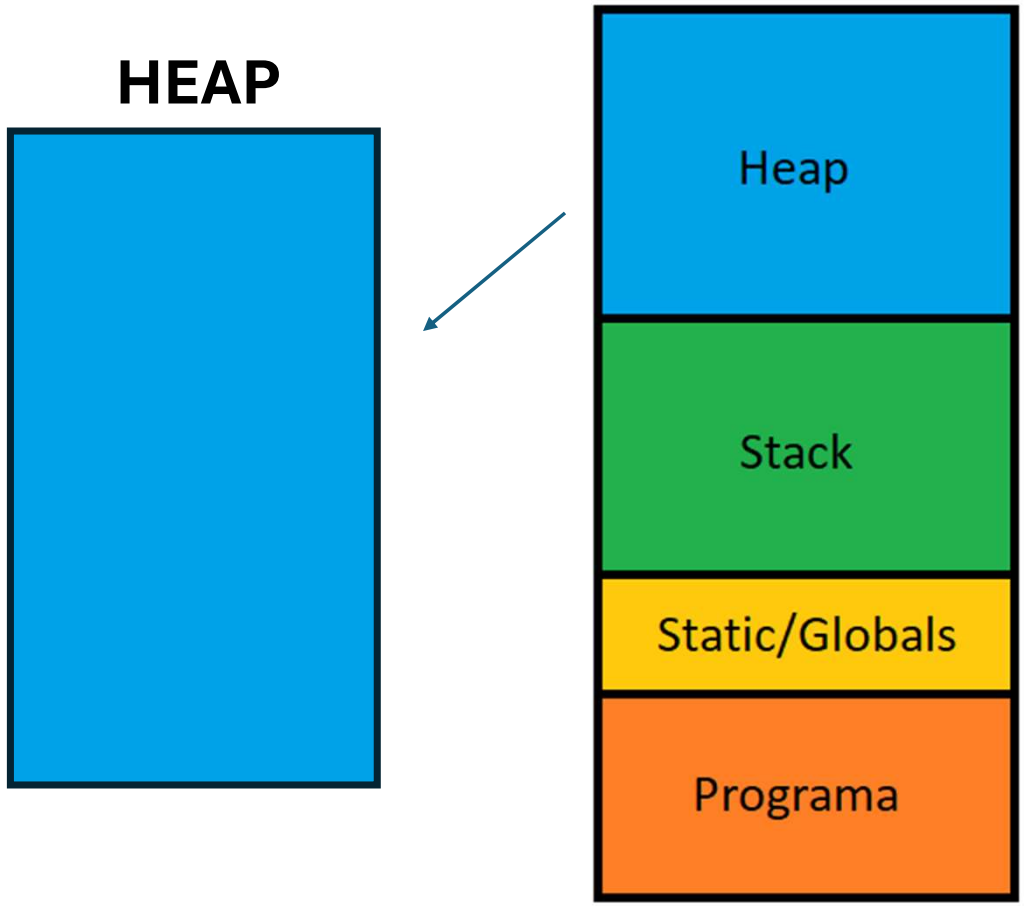
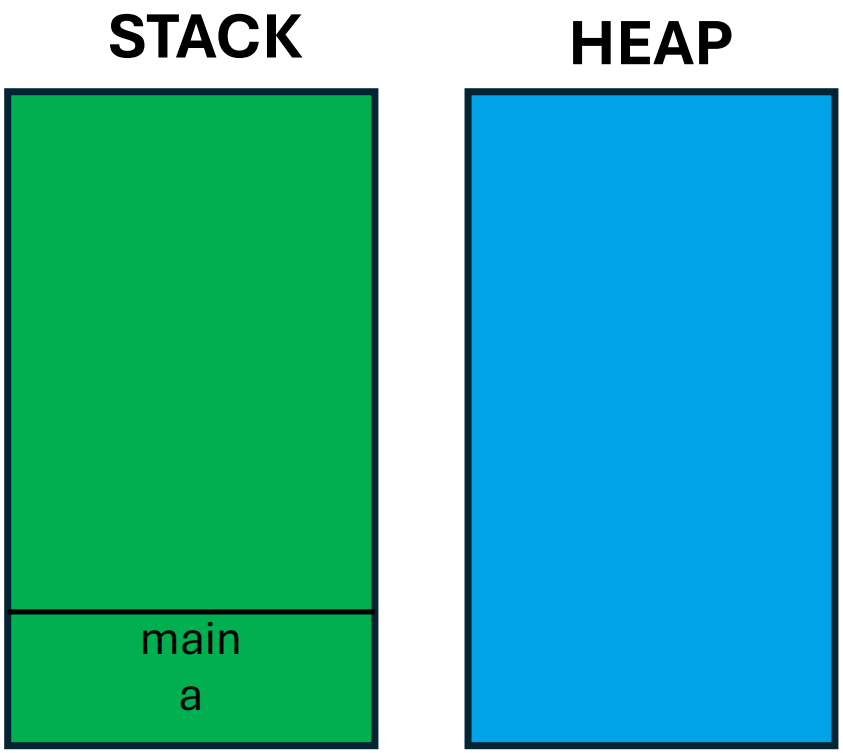
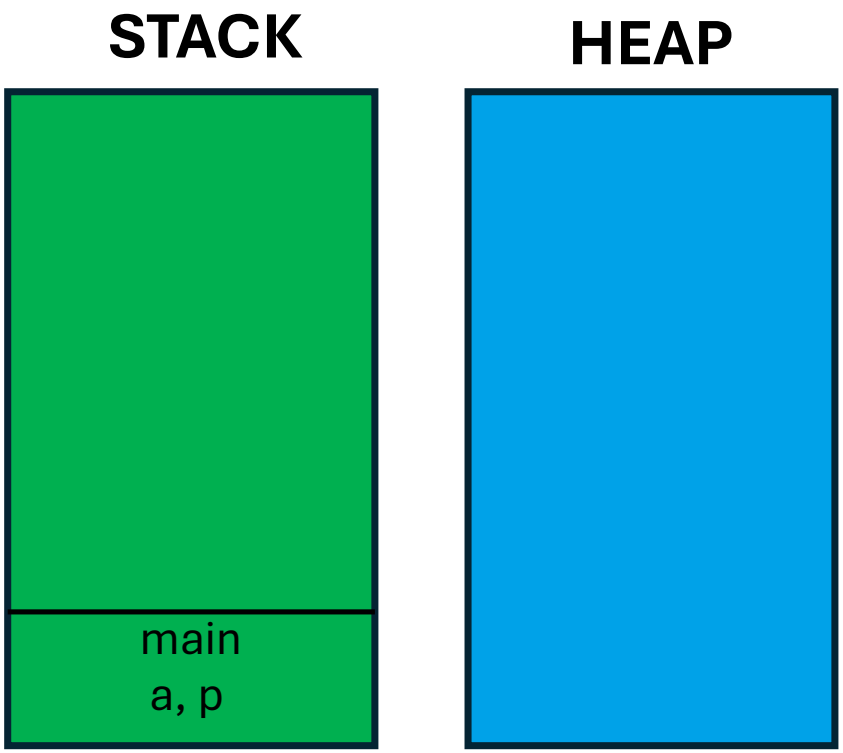
malloc( );
calloc( );
realloc( );
free( );



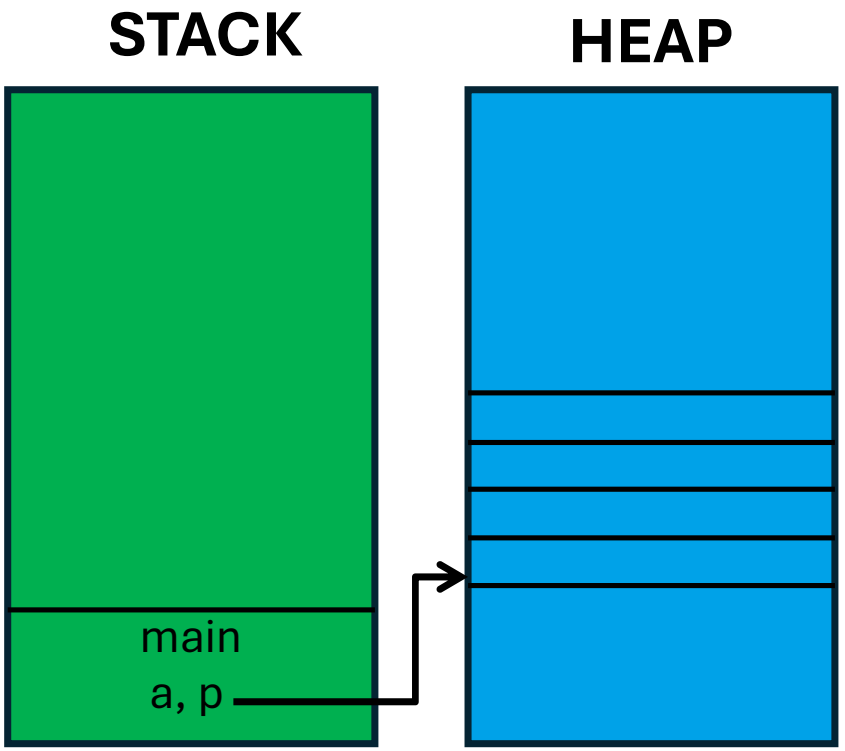
```c
#include <stdio.h>
#include <stdlib.h>

int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;
```



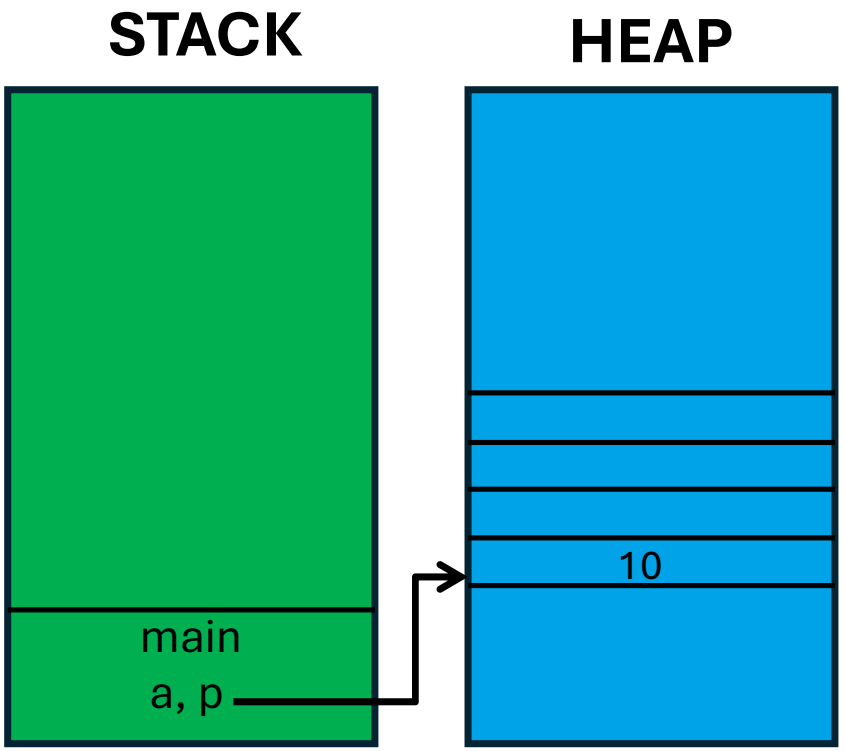
```c
#include <stdio.h>
#include <stdlib.h>

int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;
```



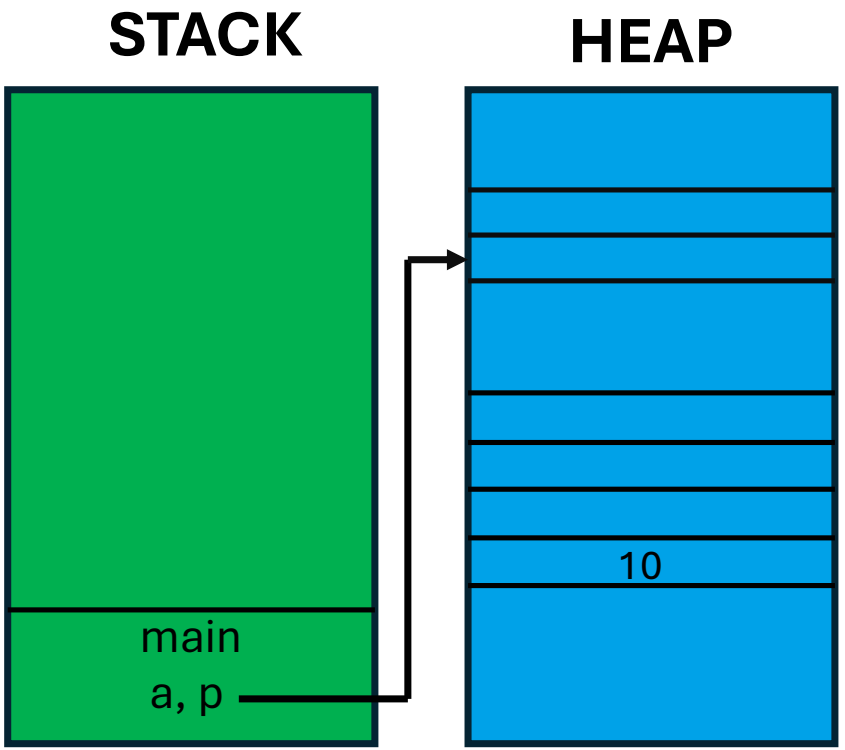
```c
#include <stdio.h>
#include <stdlib.h>

int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;
```



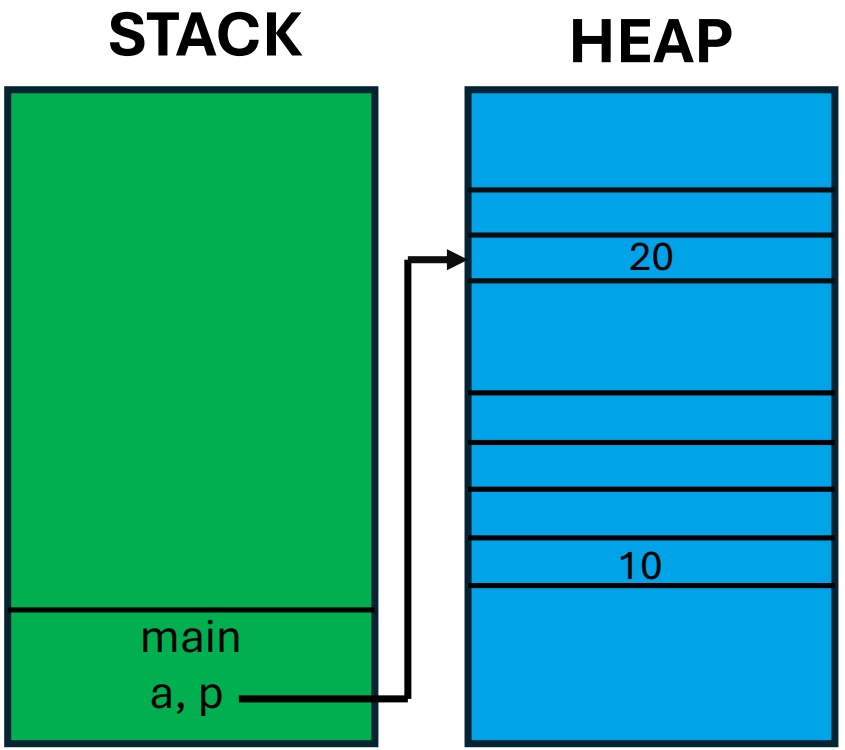
```c
#include <stdio.h>
#include <stdlib.h>

int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;
```



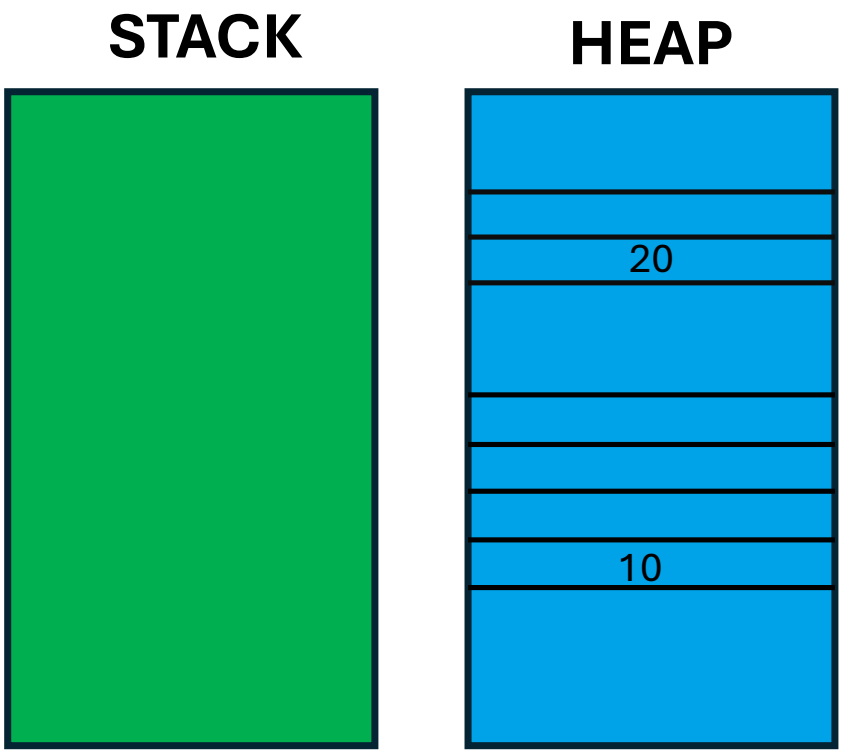
```c
#include <stdio.h>
#include <stdlib.h>

int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;

    p = malloc(sizeof(int)*2);
    if(p == NULL) return 1;

    *p = 20;
}
```



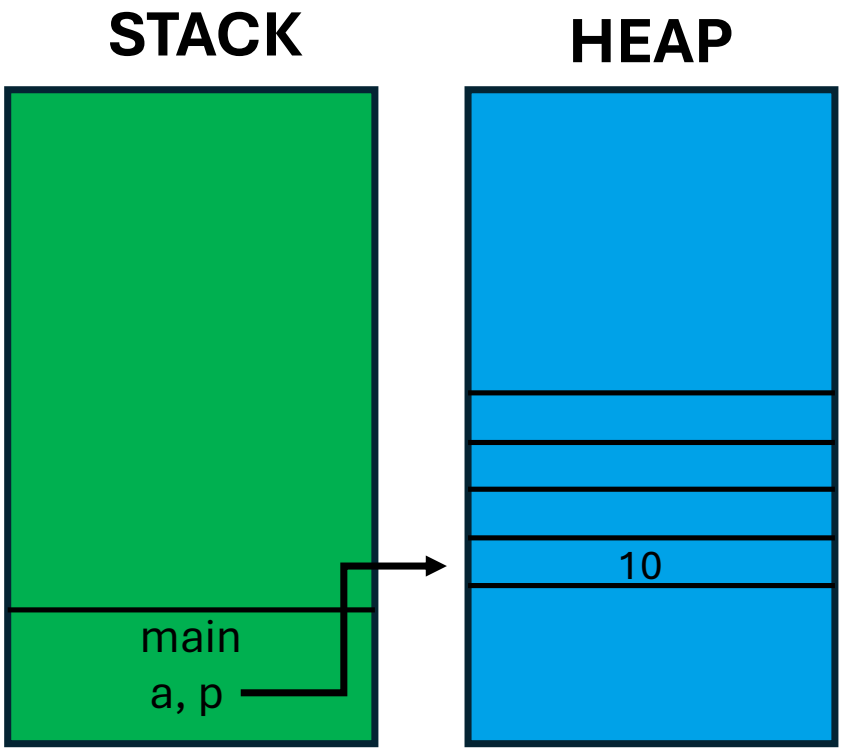
```c
#include <stdio.h>
#include <stdlib.h>

int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;

    p = malloc(sizeof(int)*2);
    if(p == NULL) return 1;

    *p = 20;
}
```



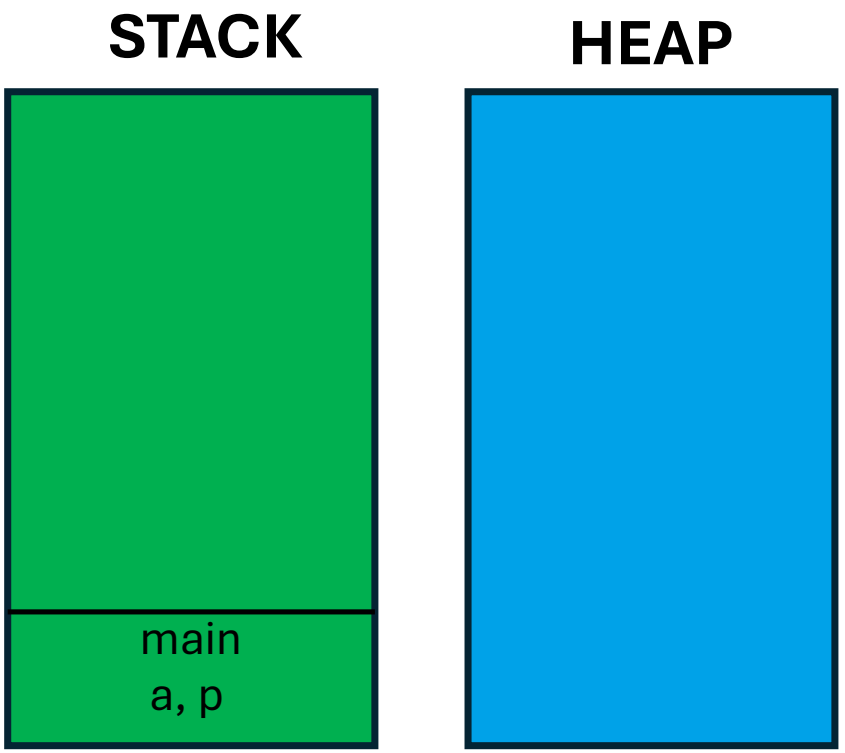
```c
#include <stdio.h>
#include <stdlib.h>

int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;

    p = malloc(sizeof(int)*2);
    if(p == NULL) return 1;

    *p = 20;
}
```



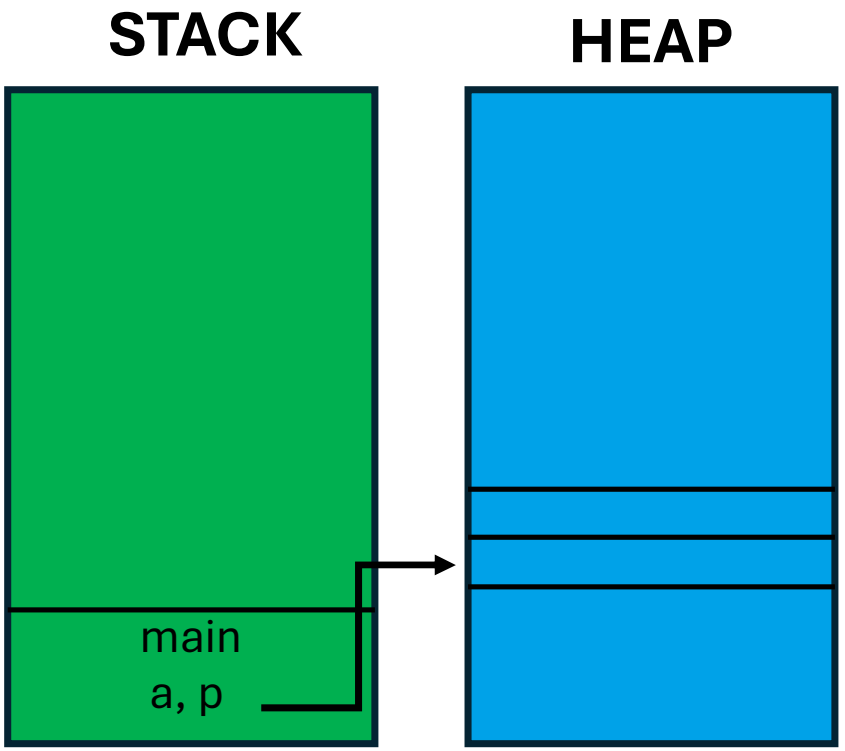
```c
int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;

    free(p);

    p = malloc(sizeof(int)*2);
    if(p == NULL) return 1;

    *p = 20;

    free(p);
}
```



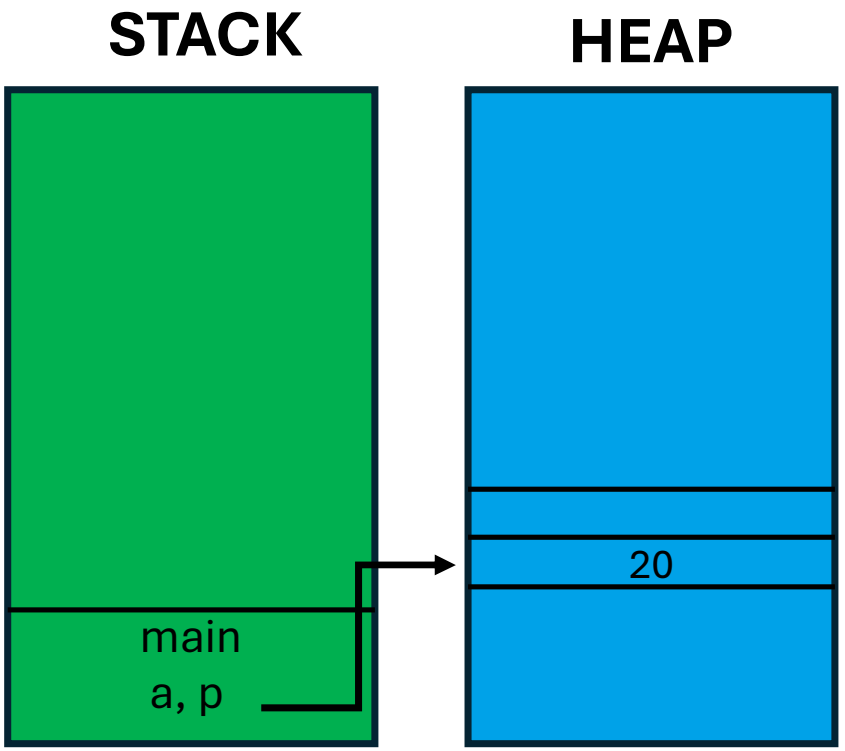
```c
int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;

    free(p);

    p = malloc(sizeof(int)*2);
    if(p == NULL) return 1;

    *p = 20;

    free(p);
}
```



```c
int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;

    free(p);

    p = malloc(sizeof(int)*2);
    if(p == NULL) return 1;

    *p = 20;

    free(p);
}
```



```c
int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;

    free(p);

    p = malloc(sizeof(int)*2);
    if(p == NULL) return 1;

    *p = 20;

    free(p);
}
```



```c
int main(){

    int a;
    int *p;

    p = malloc(sizeof(int)*4);
    if(p == NULL) return 1;

    *p = 10;

    free(p);

    p = malloc(sizeof(int)*2);
    if(p == NULL) return 1;

    *p = 20;

    free(p);
}
```