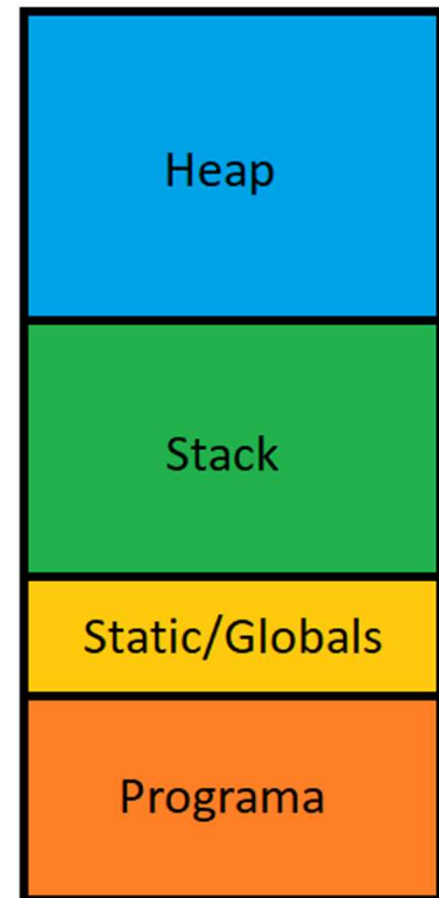
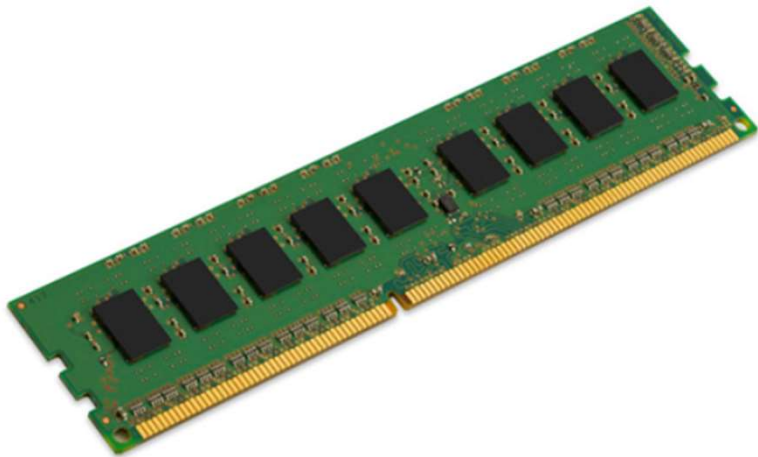
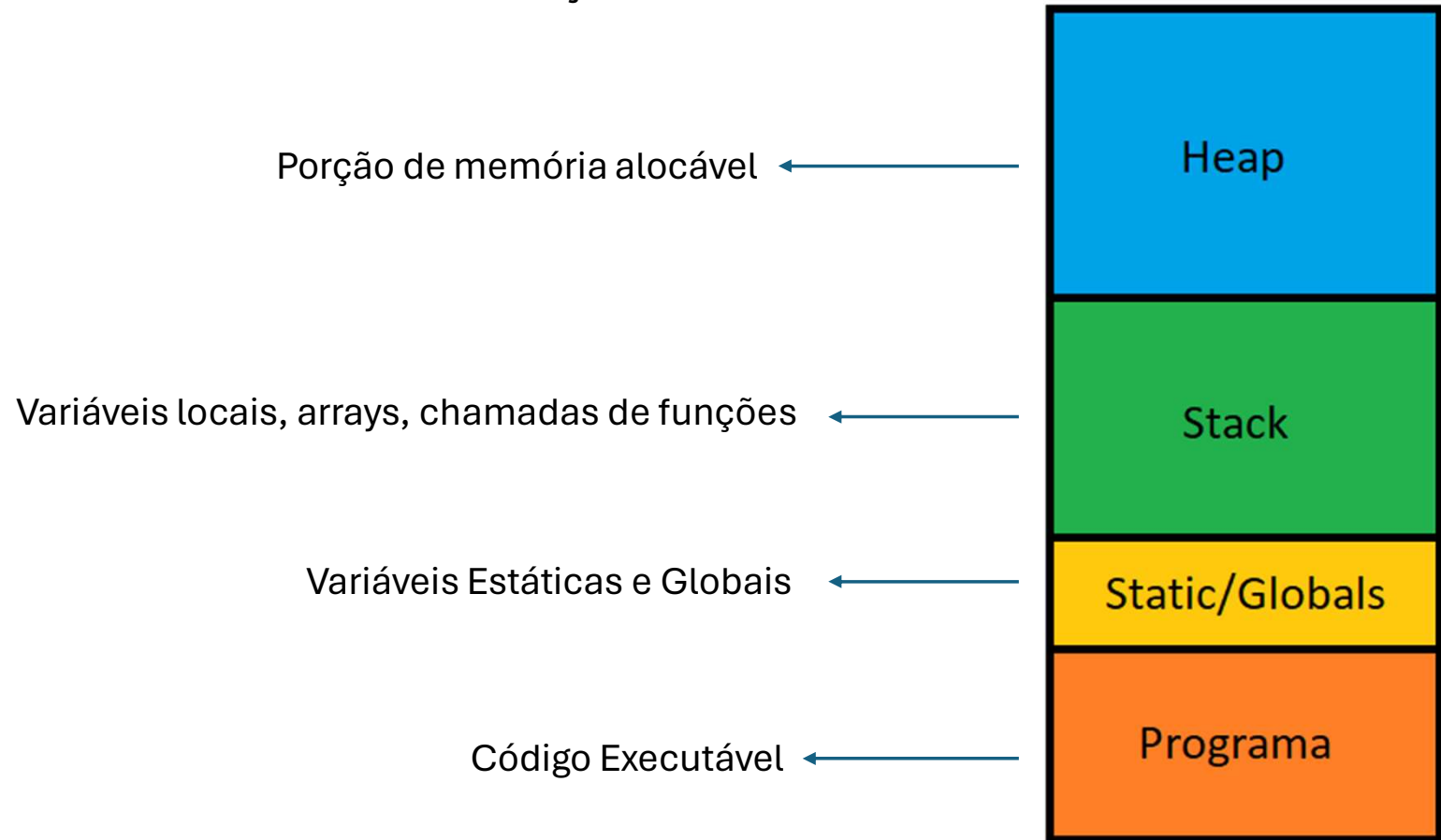


## Memória e Alocação Dinâmica



## Memória e Alocação Dinâmica



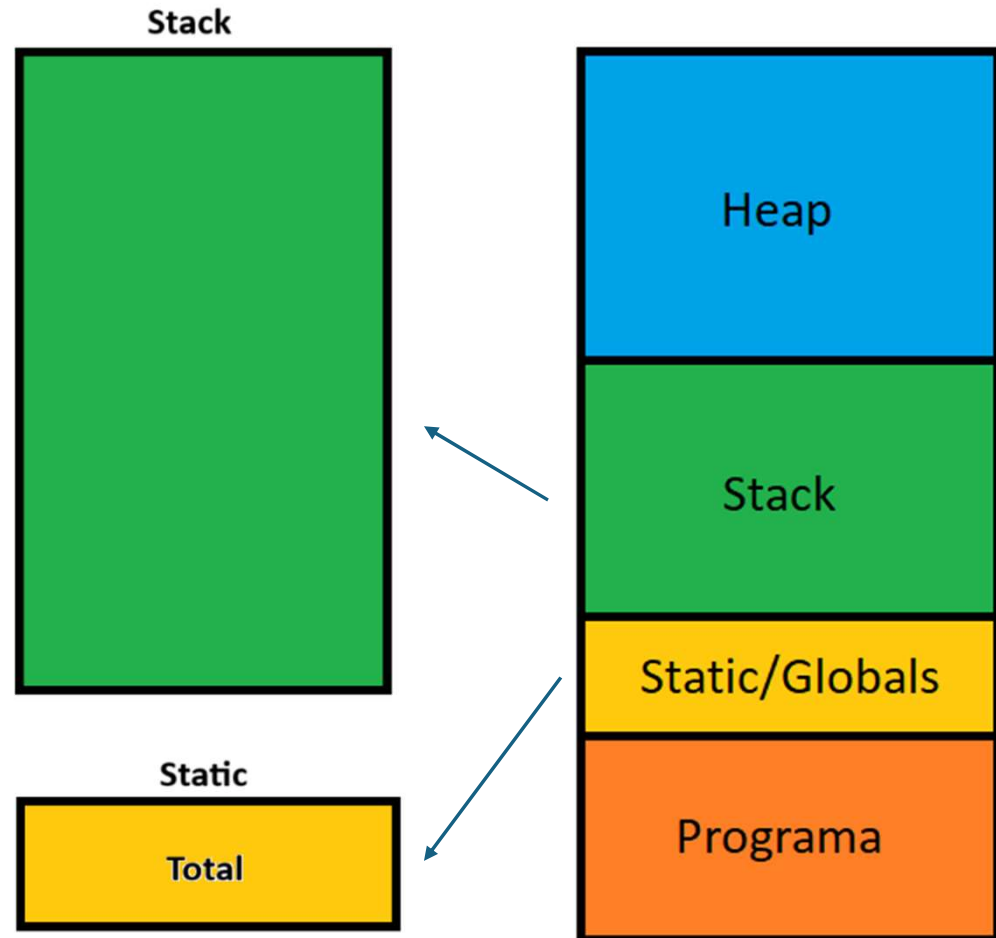
```
#include <stdio.h>
```

```
int total;
```

```
int quadrado(int x){  
    return x*x;  
}
```

```
int quadrado_da_soma(int x, int y){  
    int z = quadrado(x+y);  
    return z;  
}
```

```
int main(){  
    int a = 4;  
    int b = 8;  
    total = quadrado_da_soma(a, b);  
    printf("Total = %d", total);  
}
```



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

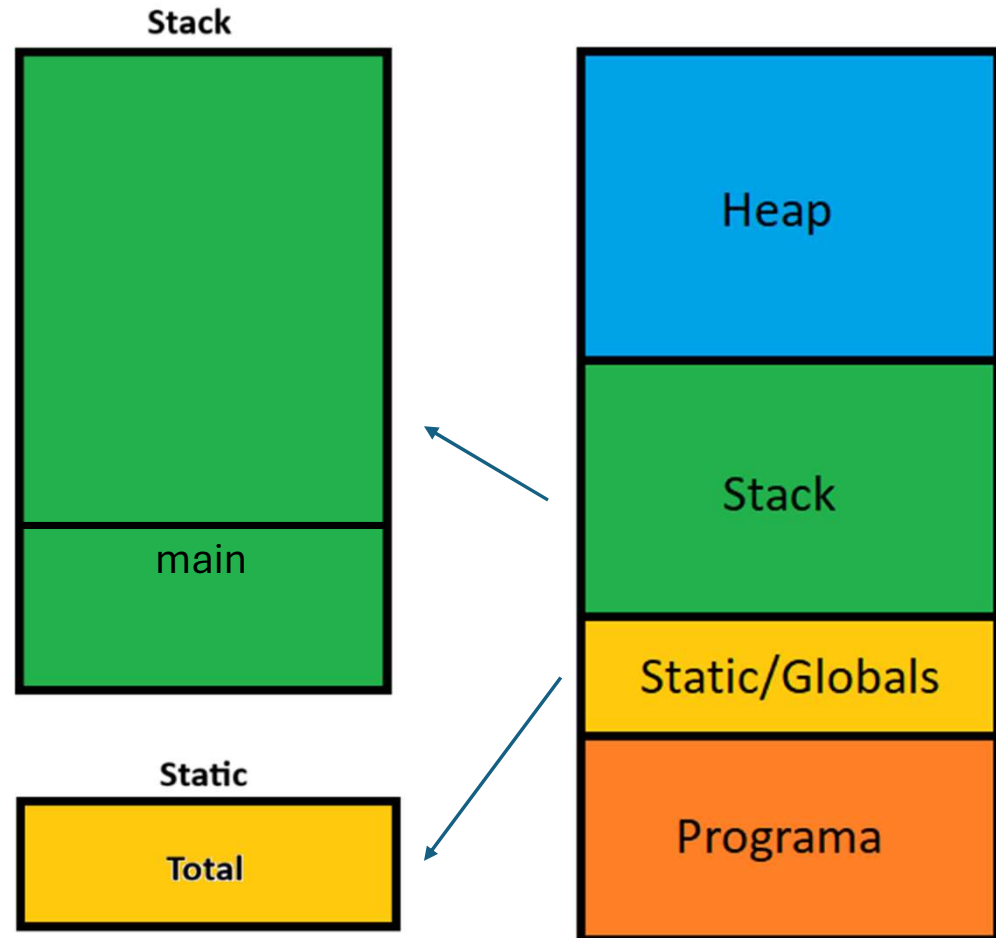
```
int total;
```

```
int quadrado(int x){  
    return x*x;  
}
```

```
int quadrado_da_soma(int x, int y){  
    int z = quadrado(x+y);  
    return z;  
}
```

●

```
int main(){  
    int a = 4;  
    int b = 8;  
    total = quadrado_da_soma(a, b);  
    printf("Total = %d", total);  
}
```



```

#include <stdio.h>

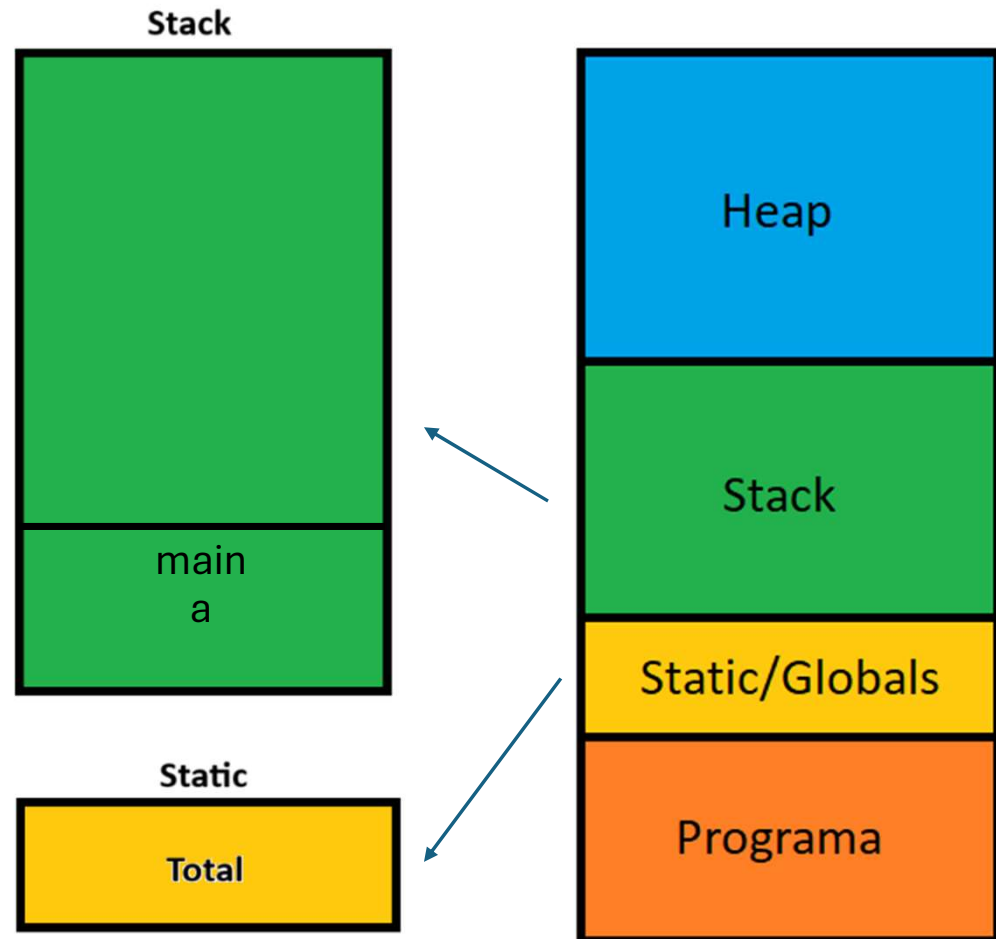
int total;

int quadrado(int x){
    return x*x;
}

int quadrado_da_soma(int x, int y){
    int z = quadrado(x+y);
    return z;
}

int main(){
    int a = 4;
    int b = 8;
    total = quadrado_da_soma(a, b);
    printf("Total = %d", total);
}

```



```

#include <stdio.h>

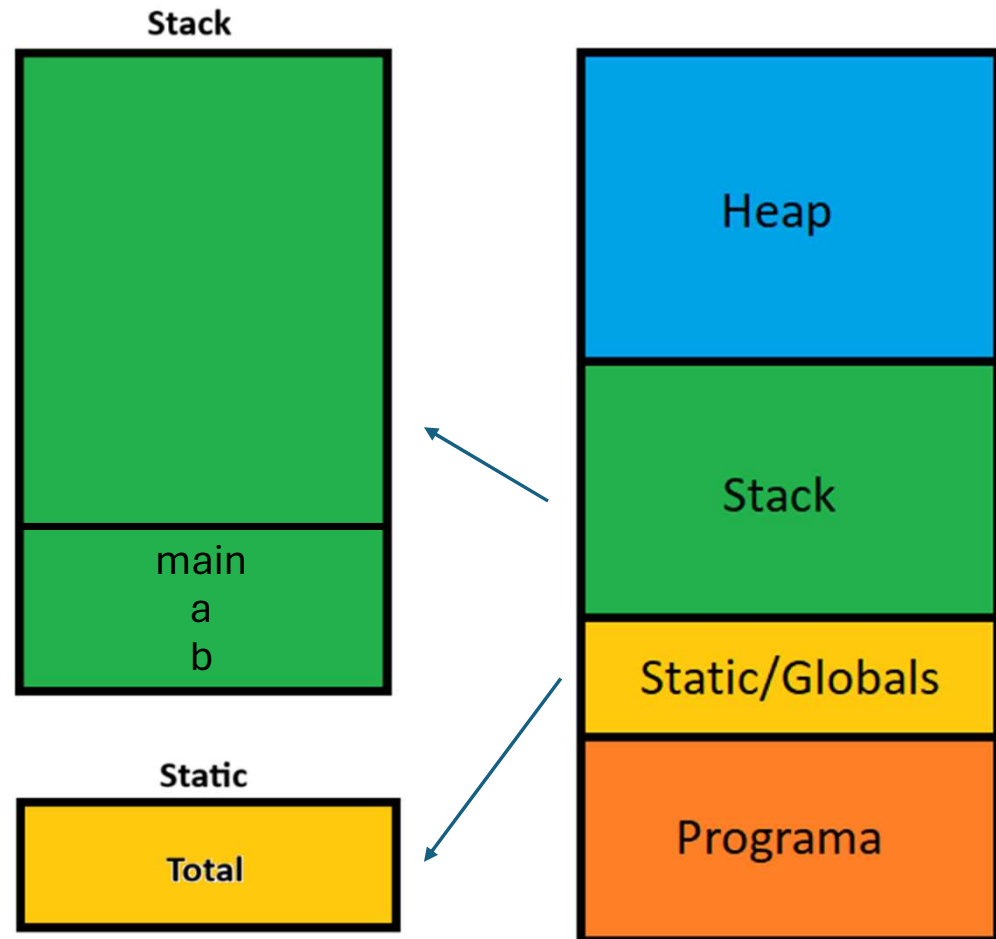
int total;

int quadrado(int x){
    return x*x;
}

int quadrado_da_soma(int x, int y){
    int z = quadrado(x+y);
    return z;
}

int main(){
    int a = 4;
    int b = 8;
    total = quadrado_da_soma(a, b);
    printf("Total = %d", total);
}

```



```

#include <stdio.h>

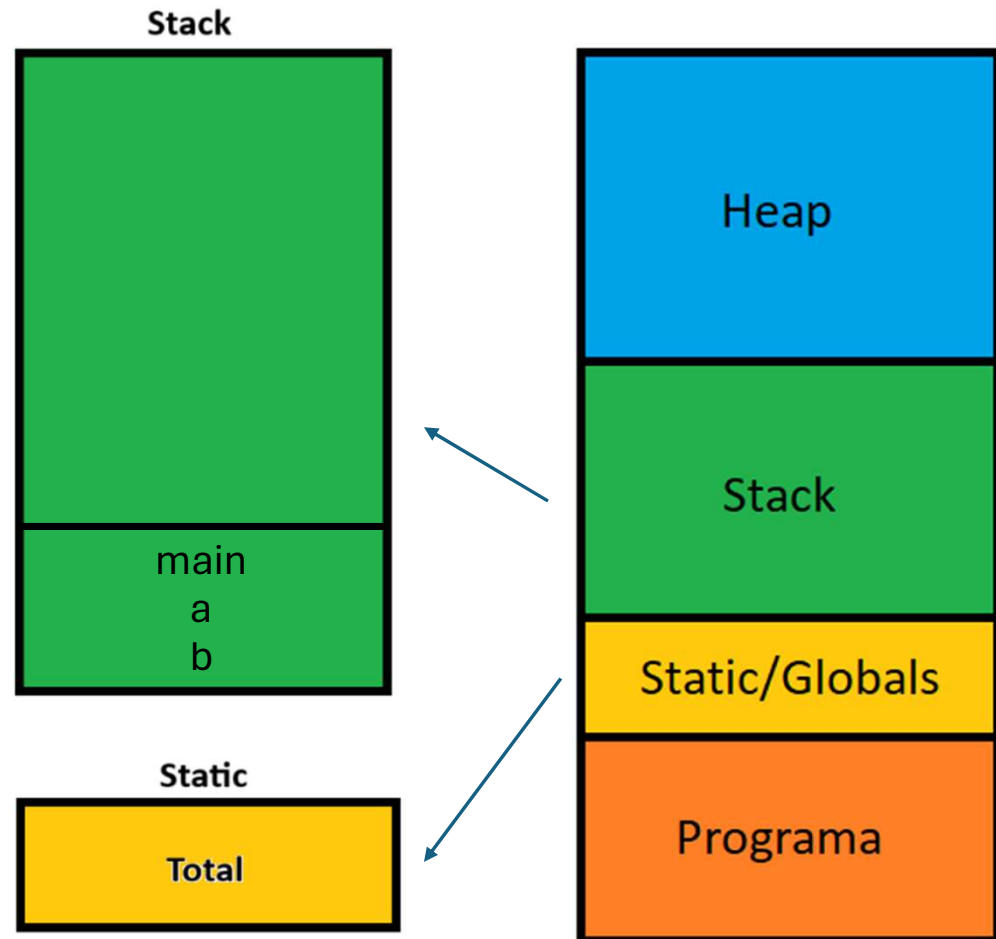
int total;

int quadrado(int x){
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}

int quadrado_da_soma(int x, int y){
    int z = quadrado(x+y);
    return z;
}

int main(){
    int a = 4;
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    total = quadrado_da_soma(a, b);
    printf("Total = %d", total);
}

```



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

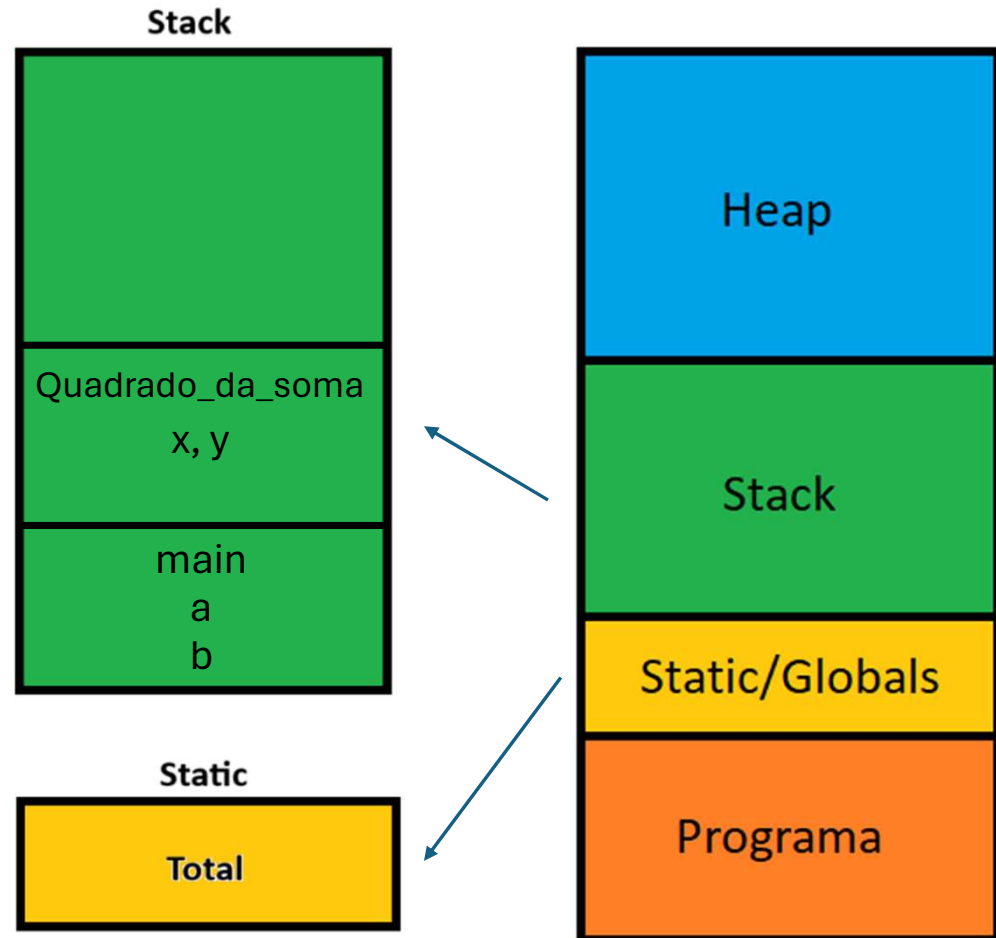
```
int total;
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```
int quadrado(int x){  
    return x*x;  
}
```

●

```
int quadrado_da_soma(int x, int y){  
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int main(){  
    int a = 4;  
    int b = 8;  
    total = quadrado_da_soma(a, b);  
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```





```

#include <stdio.h>

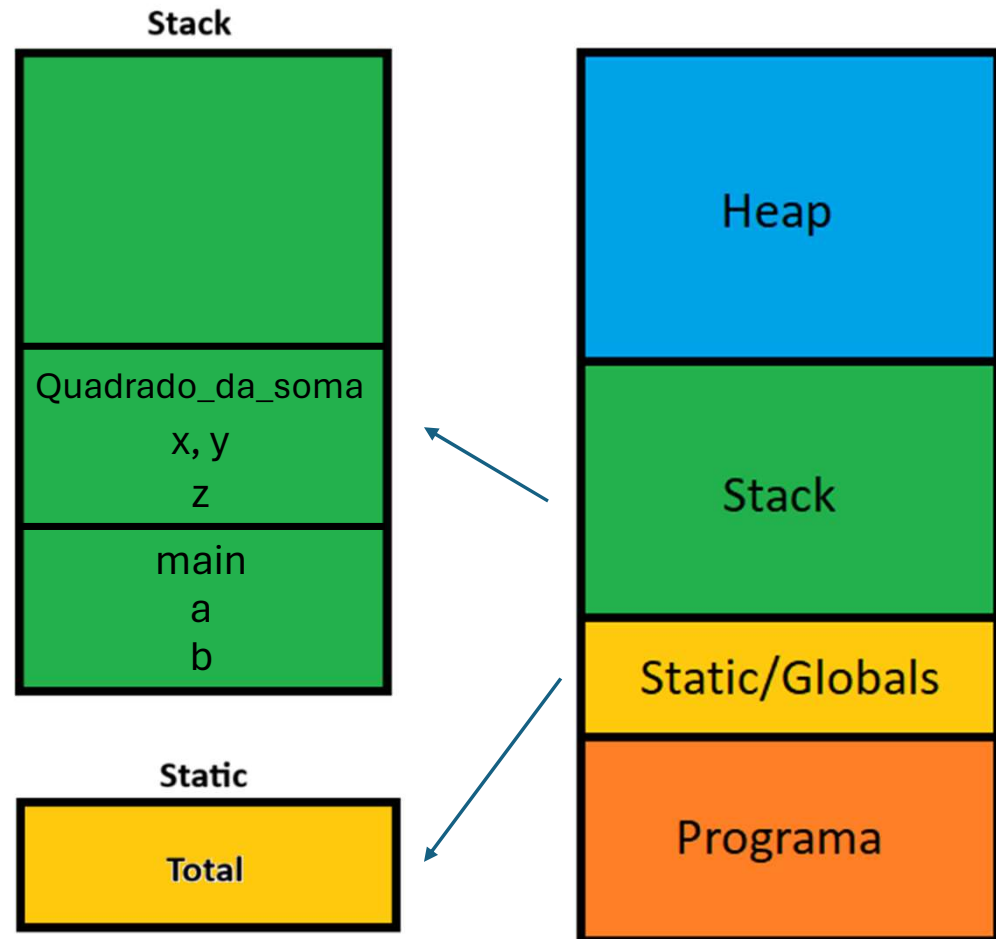
int total;

int quadrado(int x){
    return x*x;
}

int quadrado_da_soma(int x, int y){
    int z = quadrado(x+y);
    return z;
}

int main(){
    int a = 4;
    int b = 8;
    total = quadrado_da_soma(a, b);
    printf("Total = %d", total);
}

```



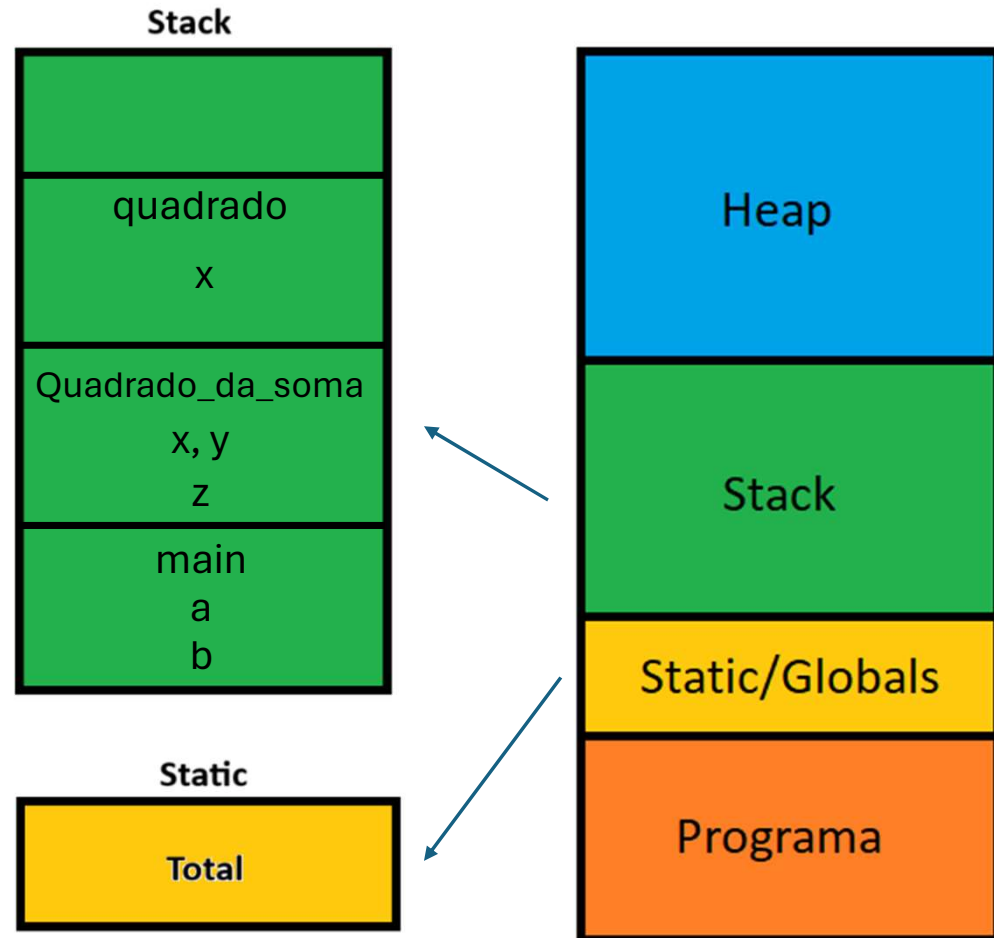
```
#include <stdio.h>
```

```
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```

```
int quadrado(int x){  
    return x*x;  
}
```

```
int quadrado_da_soma(int x, int y){  
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```
int main(){  
    int a = 4;  
    int b = 8;  
    total = quadrado_da_soma(a, b);  
    printf("Total = %d", total);  
}
```



```

#include <stdio.h>

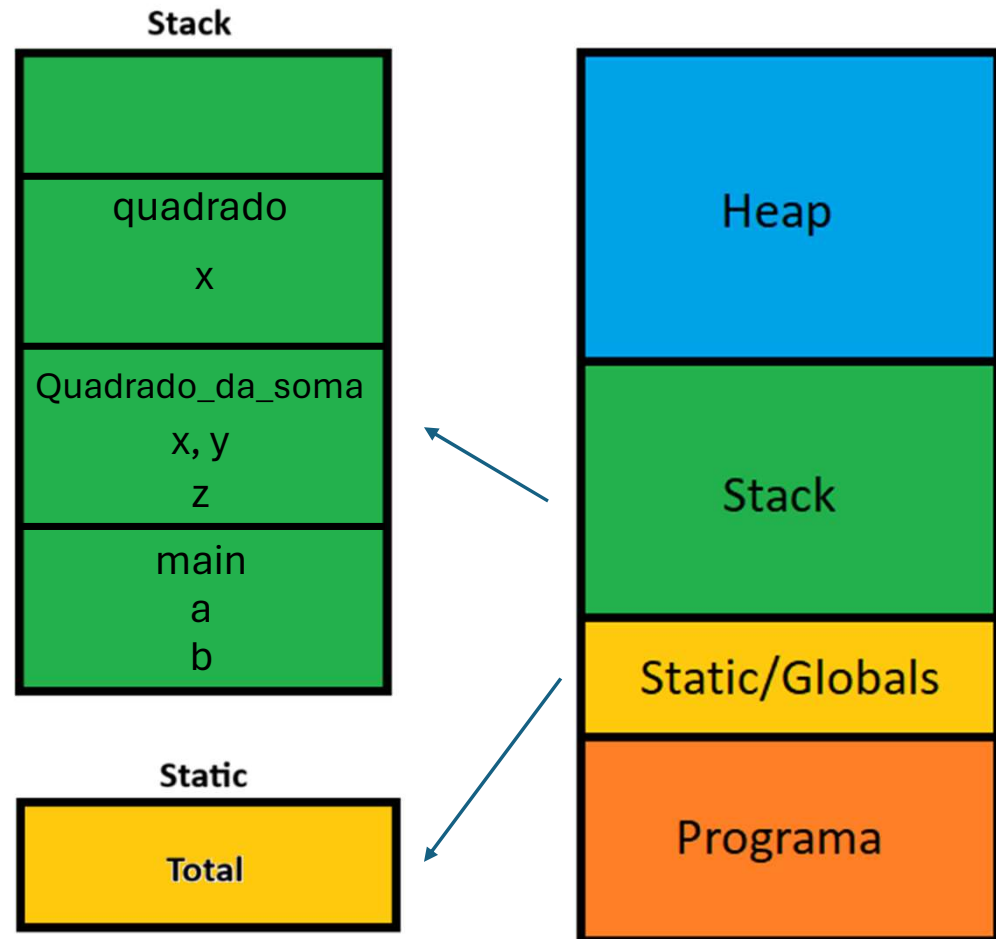
int total;

int quadrado(int x){
    return x*x;
}

int quadrado_da_soma(int x, int y){
    int z = quadrado(x+y);
    return z;
}

int main(){
    int a = 4;
    int b = 8;
    total = quadrado_da_soma(a, b);
    printf("Total = %d", total);
}

```



```

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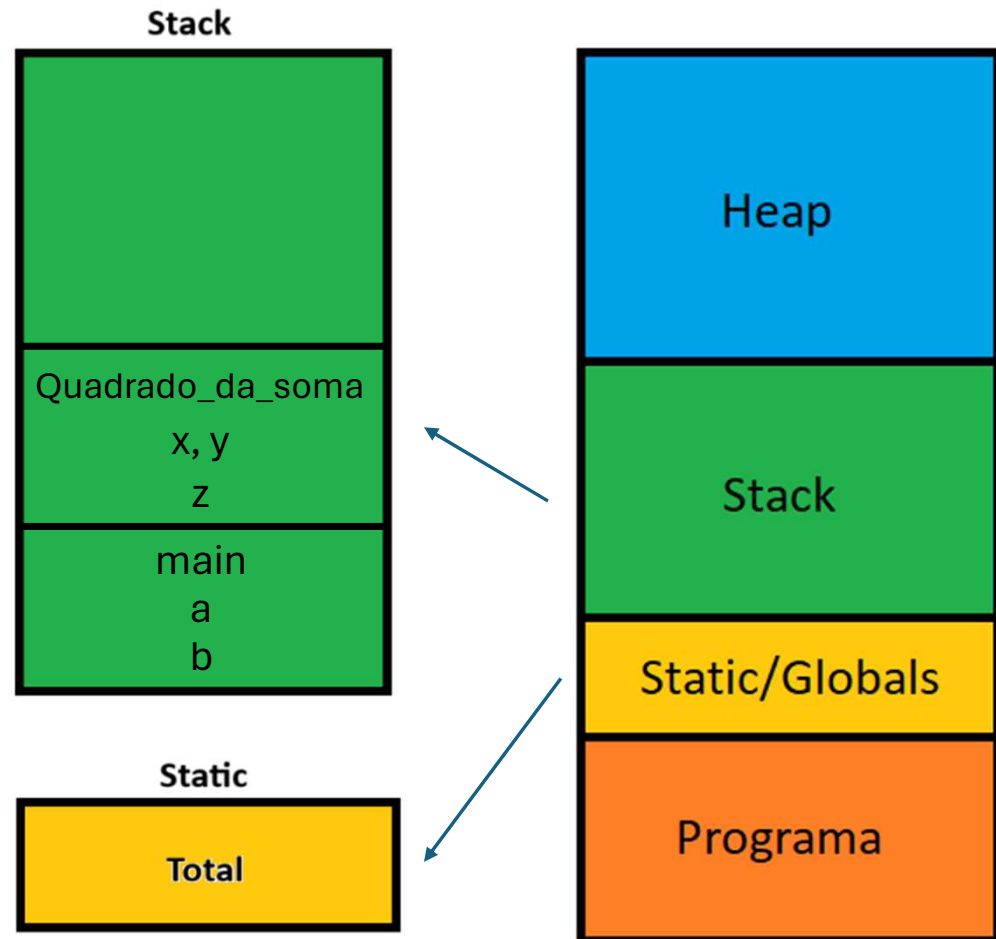
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int quadrado(int x){
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}

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    int z = quadrado(x+y);
    return z;
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int main(){
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    int b = 8;
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    printf("Total = %d", total);
}

```



```

#include <stdio.h>

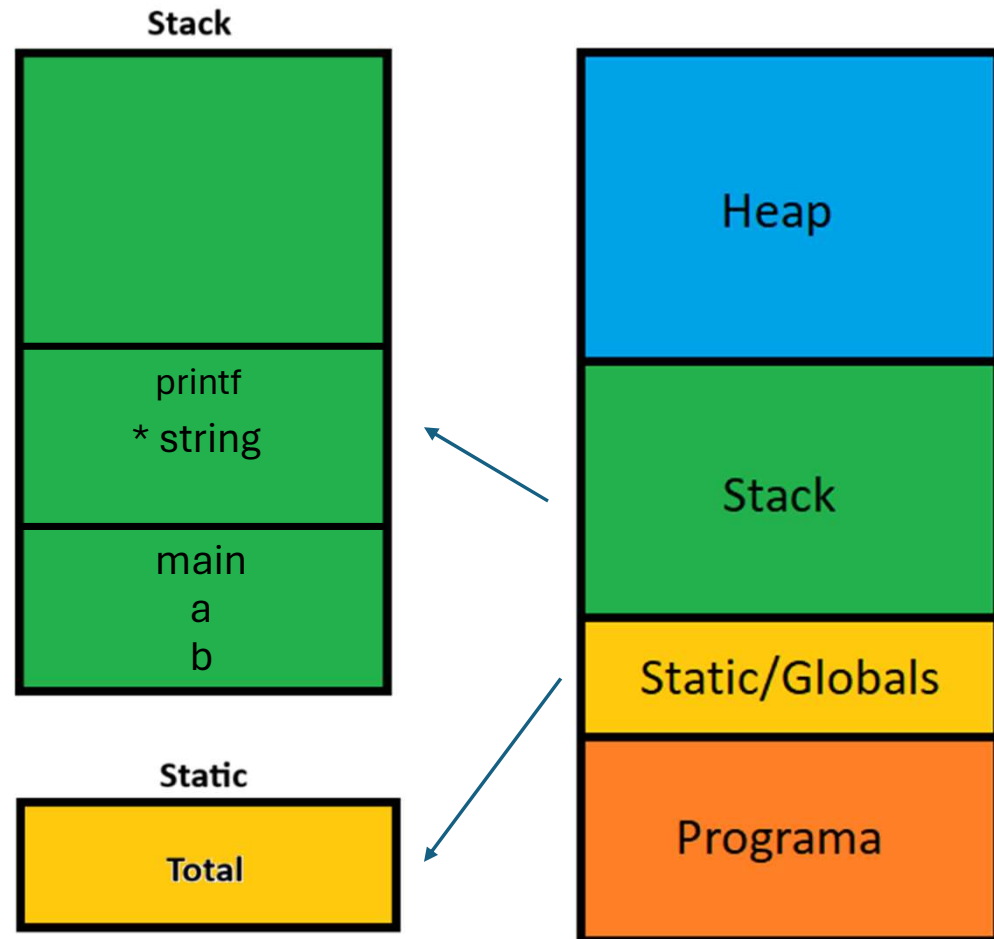
int total;

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    int z = quadrado(x+y);
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    total = quadrado_da_soma(a, b);
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```

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    int b = 8;
    total = quadrado_da_soma(a, b);
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```

