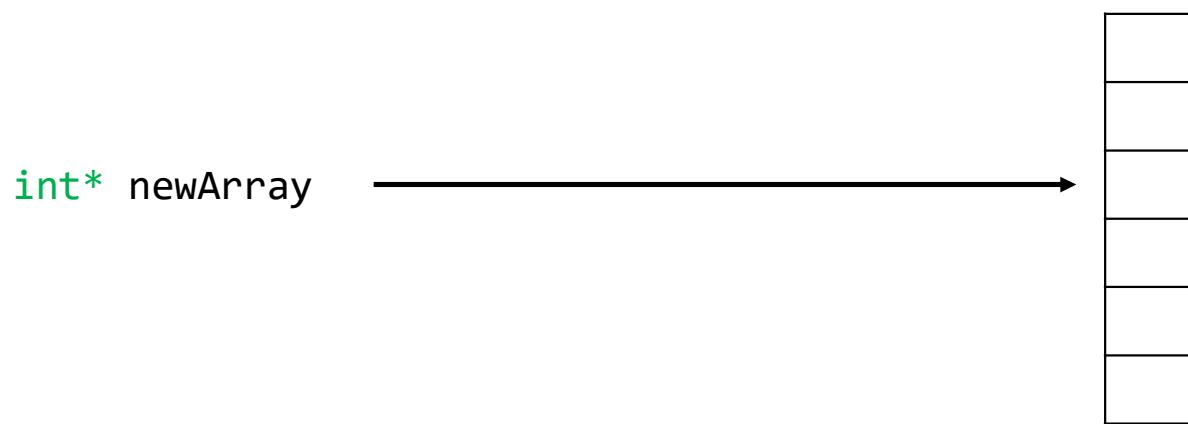
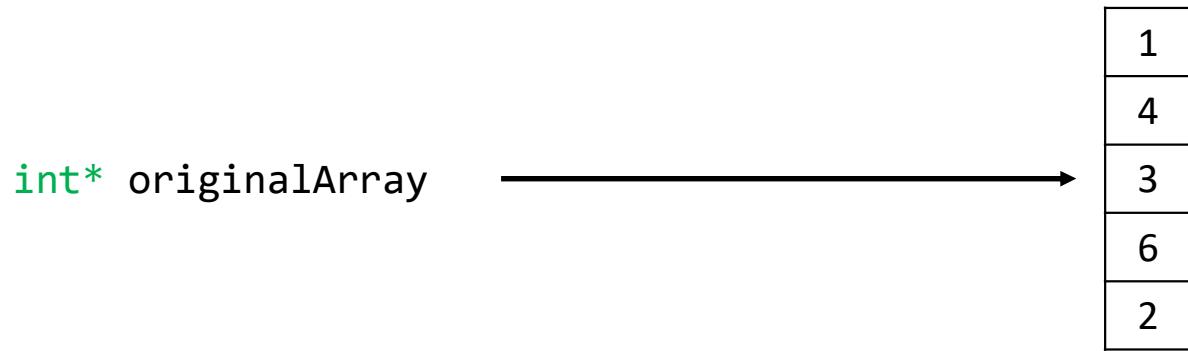


`int* originalArray`

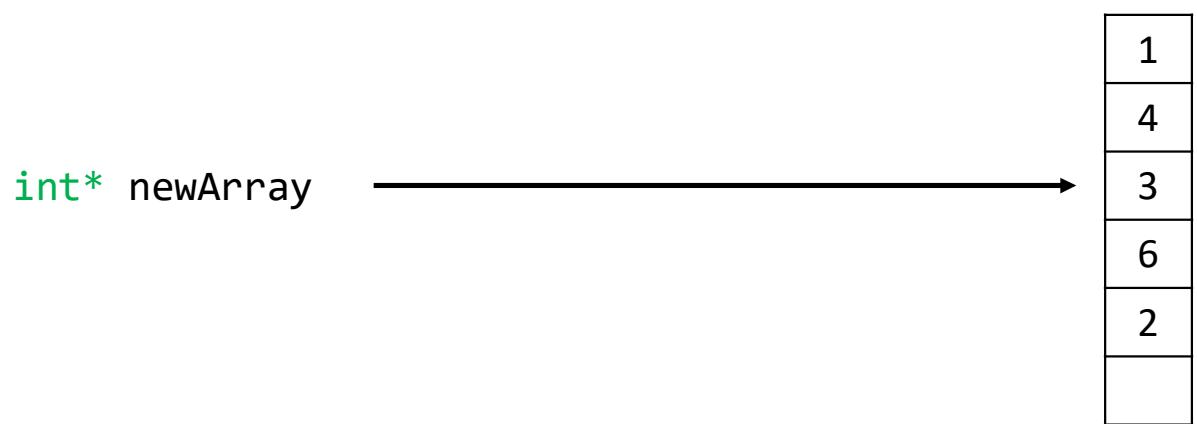
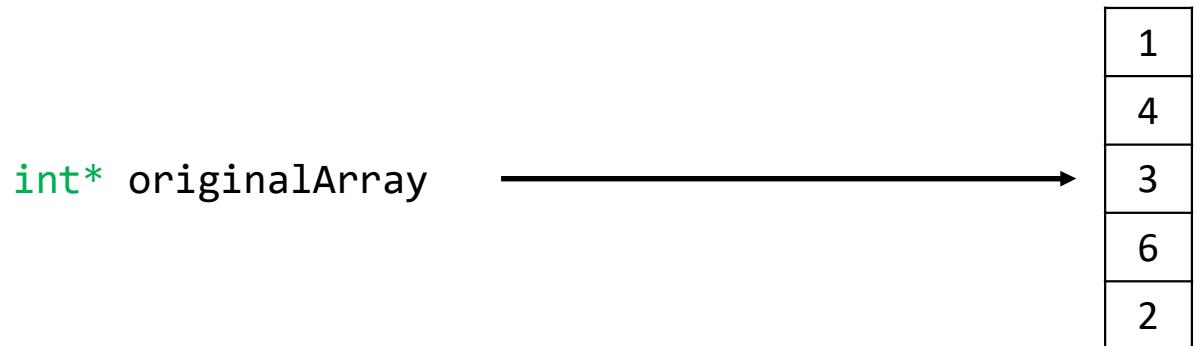


1
4
3
6
2

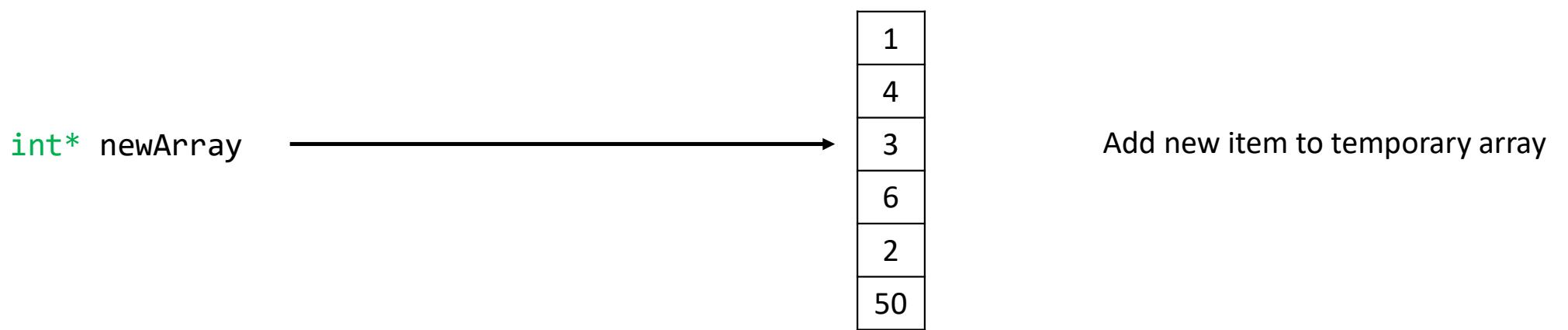
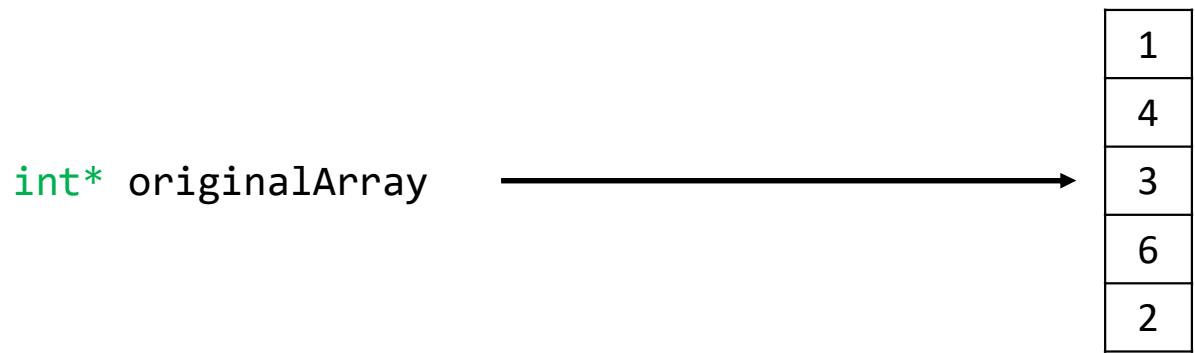
Create an array with 5 items



Create a temporary array with 6 items



Copy items from original to temporary array

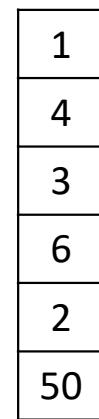


`int* originalArray`



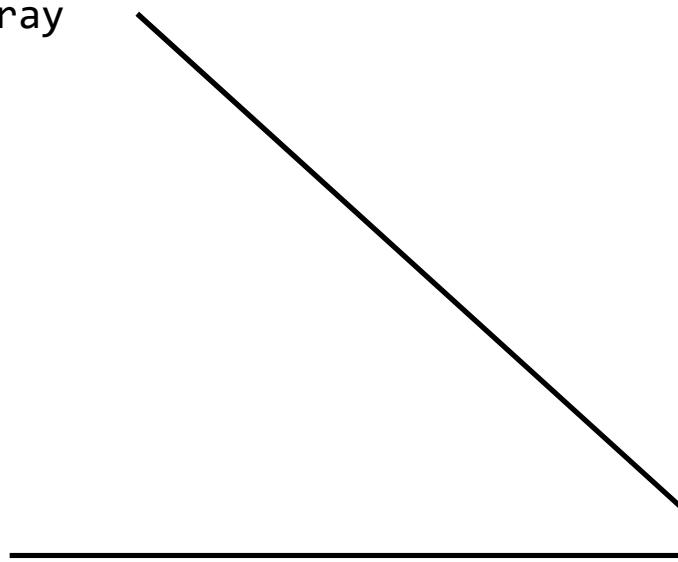
Deallocate original array

`int* newArray`



`int* originalArray`

`int* newArray`



1
4
3
6
2
50

Point `originalArray` to
`newArray`

`int* originalArray`

`int* newArray` —→ `nullptr`

1
4
3
6
2
50

Point newArray to nullptr