

`int*` originalArray



1
4
3
6
2

Create an array with 5 items

`int*` originalArray



1
4
3
6
2

`int*` newArray



Create a temporary array with 6 items

`int*` originalArray



1
4
3
6
2

`int*` newArray



1
4
3
6
2

Copy items from original to
temporary array

`int*` originalArray



1
4
3
6
2

`int*` newArray



1
4
3
6
2
50

Add new item to temporary array

`int*` originalArray



Deallocate original array

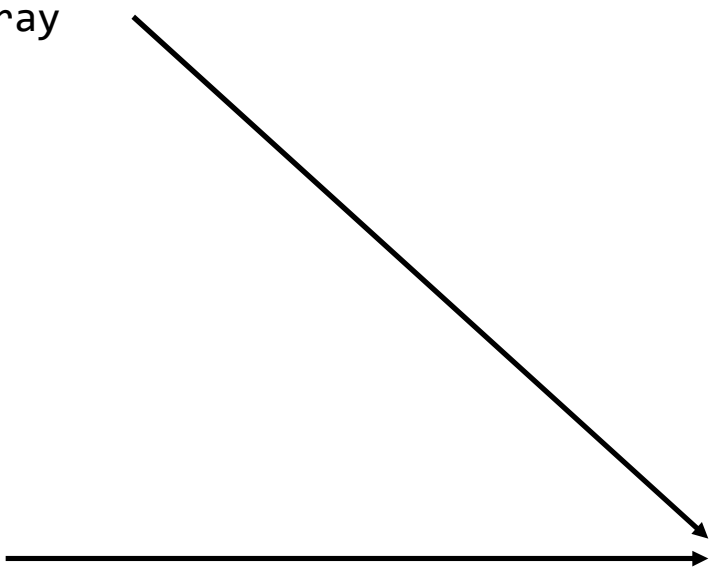
`int*` newArray



1
4
3
6
2
50

`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