

Define the concept of pointer. Also define the dynamic memory allocation and various functions for dynamic memory allocation, with suitable examples?

ns → Pointer: - Pointer is a variable which contains the ^{address of} another variable.

Declaration → The declaration of a pointer variable takes the following

`datatype * pointer name`

This tells the compiler three things about the variable pointer name.

This asterisk (*) tells that the variable pointer name is a pointer variable.

- ②. Pointer name needs a memory location.
- ③. Pointer name points to a variable of data type.

Ex -

`int *p` → This is a `* integer pointer`

Initialization of pointer variables

- ①. Initialization is a process of assigning the address of a variable to a pointer variable.
- ②. Once a pointer variable has been declared we can use the assignment operator.

Ex -

```
int total;  
int *p; /* declaration */  
p = &total; /* Initialization */
```

Dynamic memory allocation:-

- ①. Dynamic memory allocation refers to allocating the memory to the variable at run time.

(2). So that the file of variable can be changed at run time according to our need.

(3). It uses `free` function from `<stdio lib.h>` header file.

(1). `malloc()`: Memory allocation

(1) The `malloc()` function is used to allocate heap storage.

(2) It returns a pointer of type void.
Syntax \rightarrow `ptr = (datatype*) malloc (byte-size)`

(2) `calloc()` contiguous allocation

(a). it reserves no. of block in memory

(2) It returns a pointer of type void.

Syntax \rightarrow `ptr = (datatype*) calloc (n elements size)`

(3). `realloc()`

(1) It is used for changing the size of previously allocated memory.

Syntax: `realloc (ptr, new size)`

④ free():

① It is used for releasing the space allocated by dynamic memory allocation.

Syntax: free(ptr);