

Dynamic memory management

- To allocate memory on the heap use the 'new' operator
- To free the memory use delete

```
int *p= new int;  
delete p;
```

Dangling pointers and memory leaks

- **Dangling pointer:** Pointer points to a memory location that no longer exists
- **Memory leaks (tardy free):**
 - Heap memory not deallocated before the end of program
 - Heap memory that can no longer be accessed

Dynamic memory pitfalls

- Does calling `foo()` result in a memory leak? ☒ A. Yes ☐ B. No

```
void foo(){  
    int * p = new int;  
  
}
```

Q: Which of the following functions returns a dangling pointer?

```
int* f1(int num){  
    int *mem1 =new int[num];  
    return(mem1);  
}
```

```
int* f2(int num){  
    int mem2[num];  
    return(mem2);  
}
```

A. f1

☒ B. f2

C. Both

DYNAMIC MEMORY ALLOCATION

LINKED LISTS

Problem Solving with Computers-I

C++

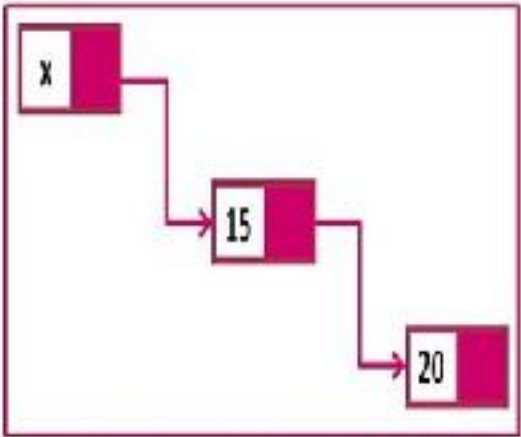
```
#include <iostream>
using namespace std;

int main()
{
    cout << "Hola Facebook!";
    return 0;
}
```

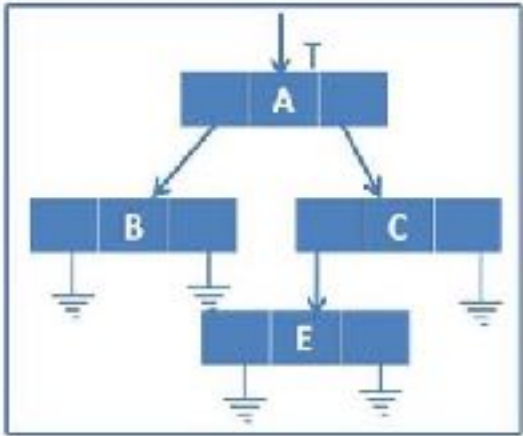


Different ways of organizing data!

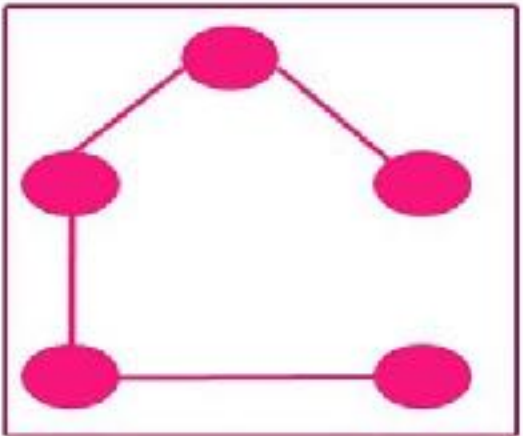
15	20	30
----	----	----



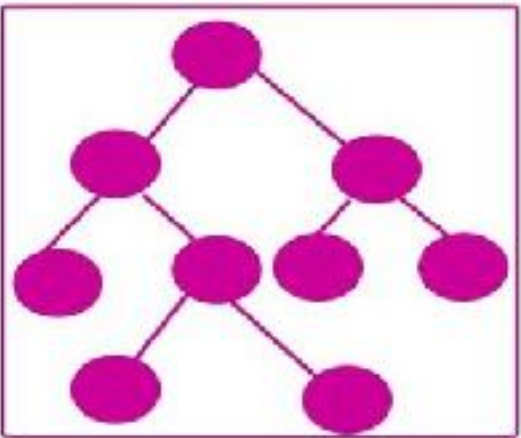
Link list



list



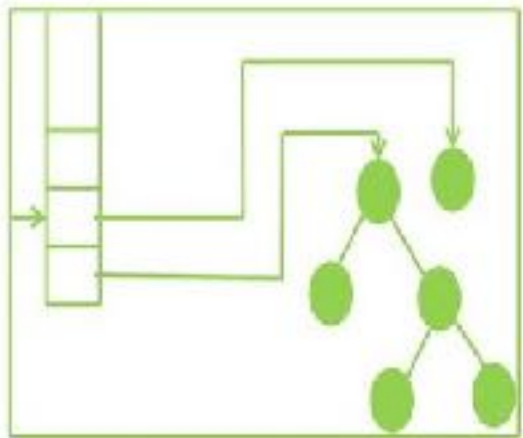
spanning tree



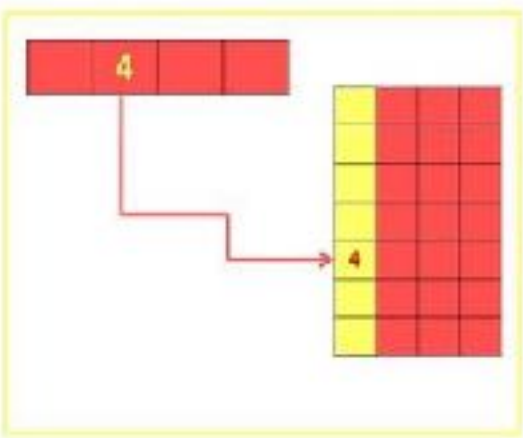
Tree



Graph



Stack



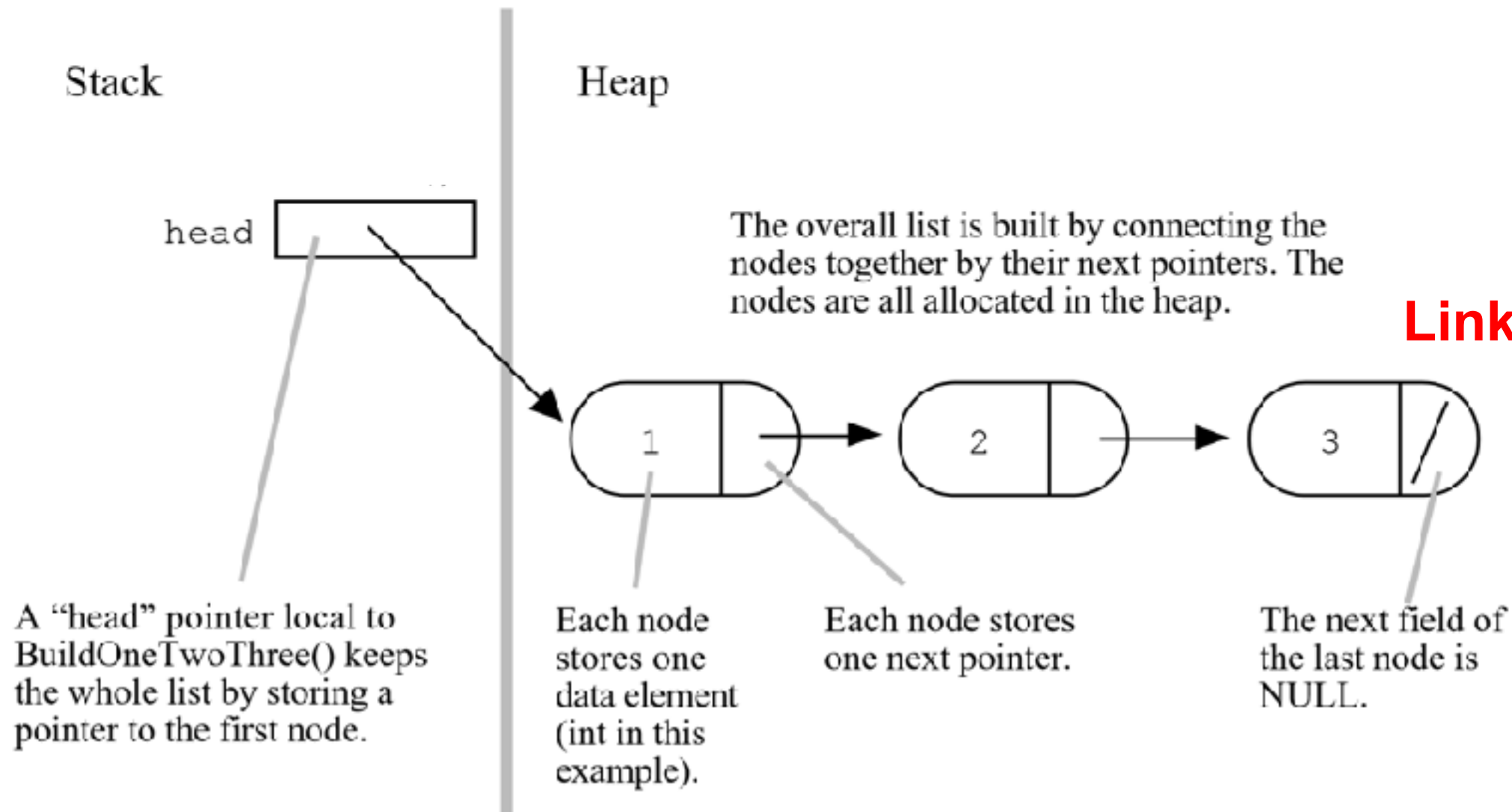
Hashing

Linked Lists

The Drawing Of List {1, 2, 3}

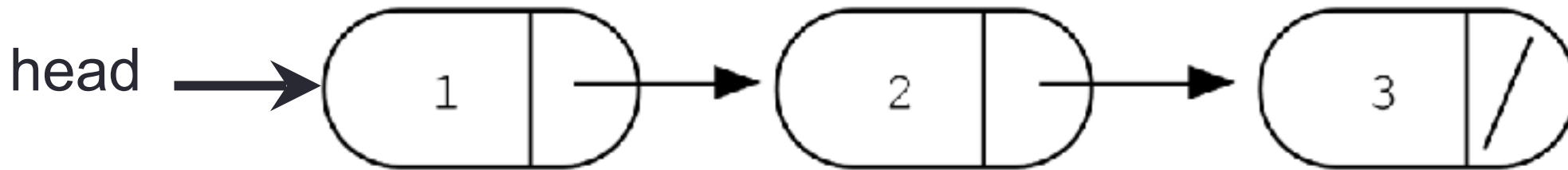
1	2	3
---	---	---

Array List



Accessing elements of a list

```
struct Node {  
    int data;  
    Node *next;  
};
```



Assume the linked list has already been created, what do the following expressions evaluate to?

1. head->data *A*
2. head->next->data *B*
3. head->next->next->data *C*
4. head->next->next->next->data *E*

- A. 1
- B. 2
- C. 3
- D. NULL
- E. Run time error

Creating a small list

- Define an empty list
- Add a node to the list with data = 10

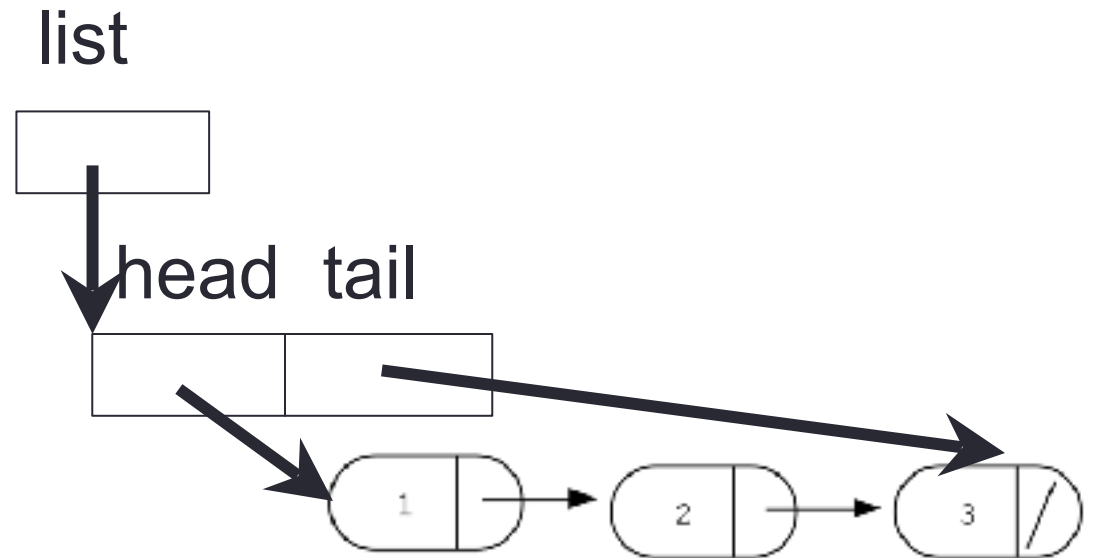
```
struct Node {  
    int data;  
    Node *next;  
};
```

Inserting a node in a linked list

```
Void insertToHeadOfList(LinkedList* h, int value) ;
```

Iterating through the list

```
int lengthOfList(LinkedList * list) {  
    /* Find the number of elements in the list */  
}
```



Deleting the list

```
int freeLinkedList(LinkedList * list) {  
    /* Free all the memory that was created on the heap*/  
    }
```

