CS 225
Data Structures

August 30 – Heap Memory
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Stack Memory
```cpp
#include "Cube.h"

using cs225::Cube;

Cube *CreateCube() {
    Cube c(20);
    return &c;
}

int main() {
    Cube *c = CreateCube();
    SomeOtherFunction();
    double v = c->getVolume();
    double a = c->getSurfaceArea();
    return 0;
}
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Heap Memory - new

As programmers, we can use heap memory in cases where the lifecycle of the variable exceeds the lifecycle of the function.

The only way to create heap memory is with the use of the **new** keyword. Using **new** will:

1.

2.

3.
Heap Memory - delete

2. The **only** way to free heap memory is with the use of the **delete** keyword. Using **delete** will:

- 
- 

3. Memory is never automatically reclaimed, even if it goes out of scope. Any memory lost, but not freed, is considered to be “leaked memory”.
Heap Memory vs. Stack Memory Lifecycle
int main() {
    Cube *c1 = new Cube();
    Cube *c2 = c1;
    c2->setRadius(10);
    delete c2;
    delete c1;
    return 0;
}

```cpp
int main() {
    int *p = new int;
    cs225::Cube *c = new cs225::Cube(10);
    return 0;
}
```
```cpp
#include <iostream>
using std::cout;
using std::endl;

int main() {
    int i = 2, j = 4, k = 8;
    int *p = &i, *q = &j, *r = &k;

    k = i;
    cout << i << j << k << *p << *q << *r << endl;

    p = q;
    cout << i << j << k << *p << *q << *r << endl;

    *q = *r;
    cout << i << j << k << *p << *q << *r << endl;
}
```
Pointers and References

A variable containing an instance of an object:

```
1 Cube s1;
```

A reference variable of a Cube object:

```
2 Cube & r1 = s1;
```

A variable containing a pointer to a Cube object:

```
3 Cube * p1;
```
Reference Variable

A reference variable is an alias to an existing variable.

**Key Idea:** Modifying the reference variable modifies the variable being aliased.
Reference Variable

Three facts about reference variables:

1.

2.

3.
Reference Variable

A reference variable is an **alias** to an existing variable.

```cpp
#include <iostream>

int main() {
    int i = 7;
    int & j = i; // j is an alias of i

    j = 4;
    std::cout << i << " " << j << std::endl;

    i = 2;
    std::cout << i << " " << j << std::endl;
    return 0;
}
```
```cpp
#include <iostream>
using namespace std;

int main() {
  int *x = new int;
  int &y = *x;

  y = 4;

  cout << &x << endl;
  cout << x << endl;
  cout << *x << endl;
  cout << &y << endl;
  cout << y << endl;
  cout << *y << endl;
}
```
#include <iostream>
using namespace std;

int main() {
    int *p, *q;
    p = new int;
    q = p;
    *q = 8;
    cout << *p << endl;

    q = new int;
    *q = 9;
    cout << *p << endl;
    cout << *q << endl;
    return 0;
}
```cpp
#include <iostream>
using namespace std;

int main() {
    int *x;
    int size = 3;

    x = new int[size];

    for (int i = 0; i < size; i++) {
        x[i] = i + 3;
    }

    delete[] x;
}
```