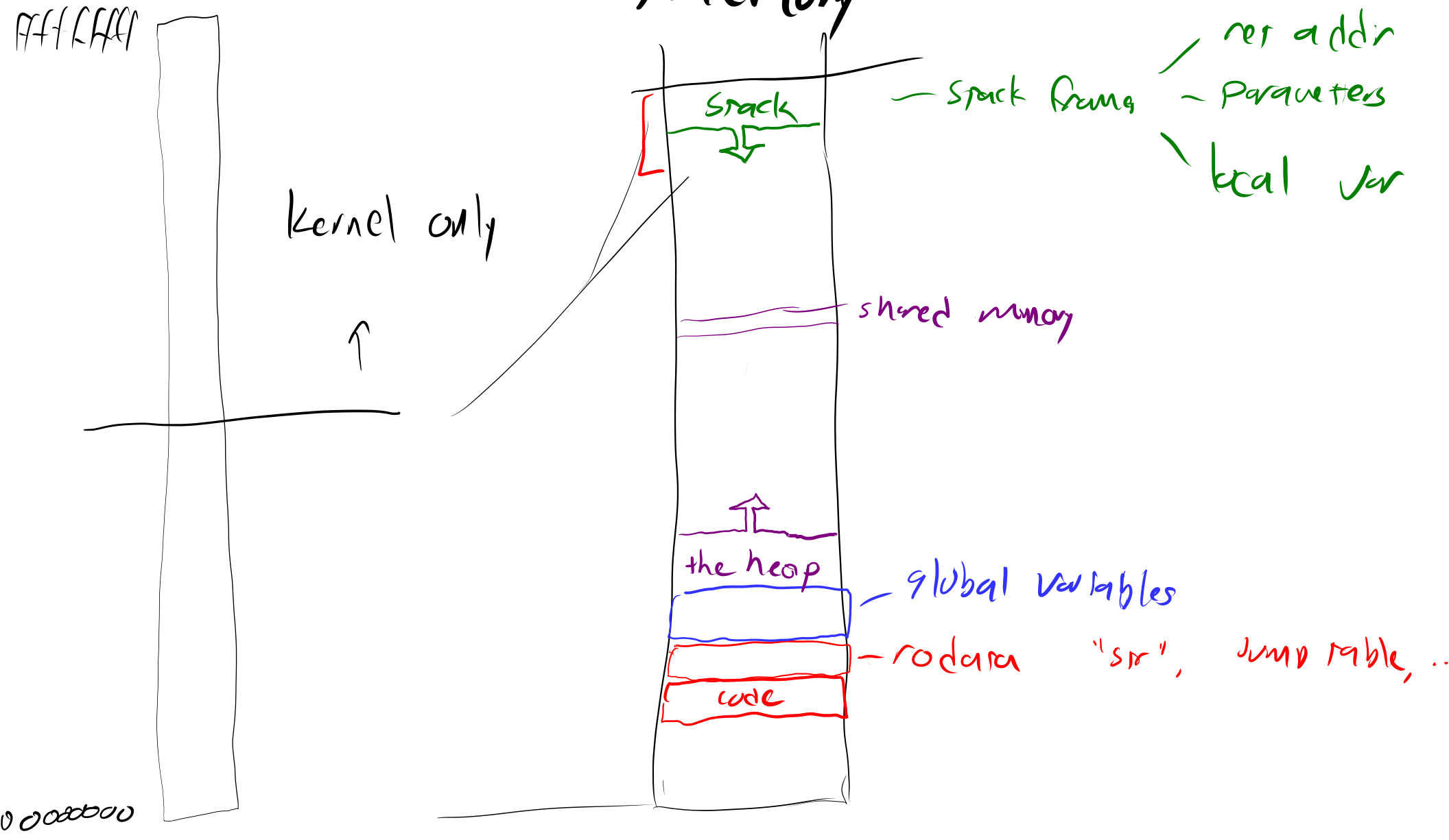


Memory



```
double y[1000000];  
int x;
```

```
int f() {  
    int z[10000];  
    x += 1;  
    return x;  
}
```

```
int *y() {
```

```
    int z[10000];
```

```
    return z;
```

```
}
```

escaping pointer
to stack

Heap

malloc (number of bytes) → address of ^{ptr of their #} a byte
void*