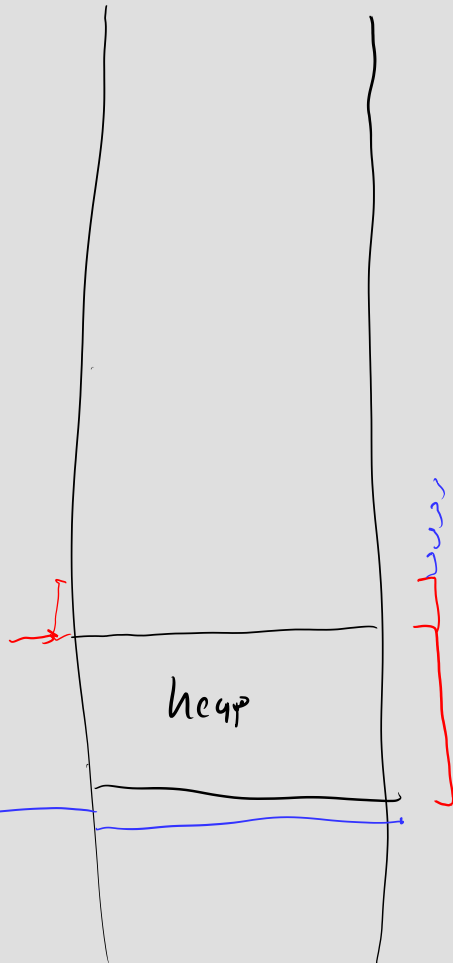


Heap

```
void * malloc ( num of  
                byres )  
                Size-t
```

```
free (void *)
```

Used	Addr	Size
✓	0x1234	24
✗	0x2812	2



```
typedef unsigned long size_t
```

Segments

typedef struct {

int x;

float y;

struct z * z;

} m;

a.z.field

(*(*a).z).field

a -> z -> field

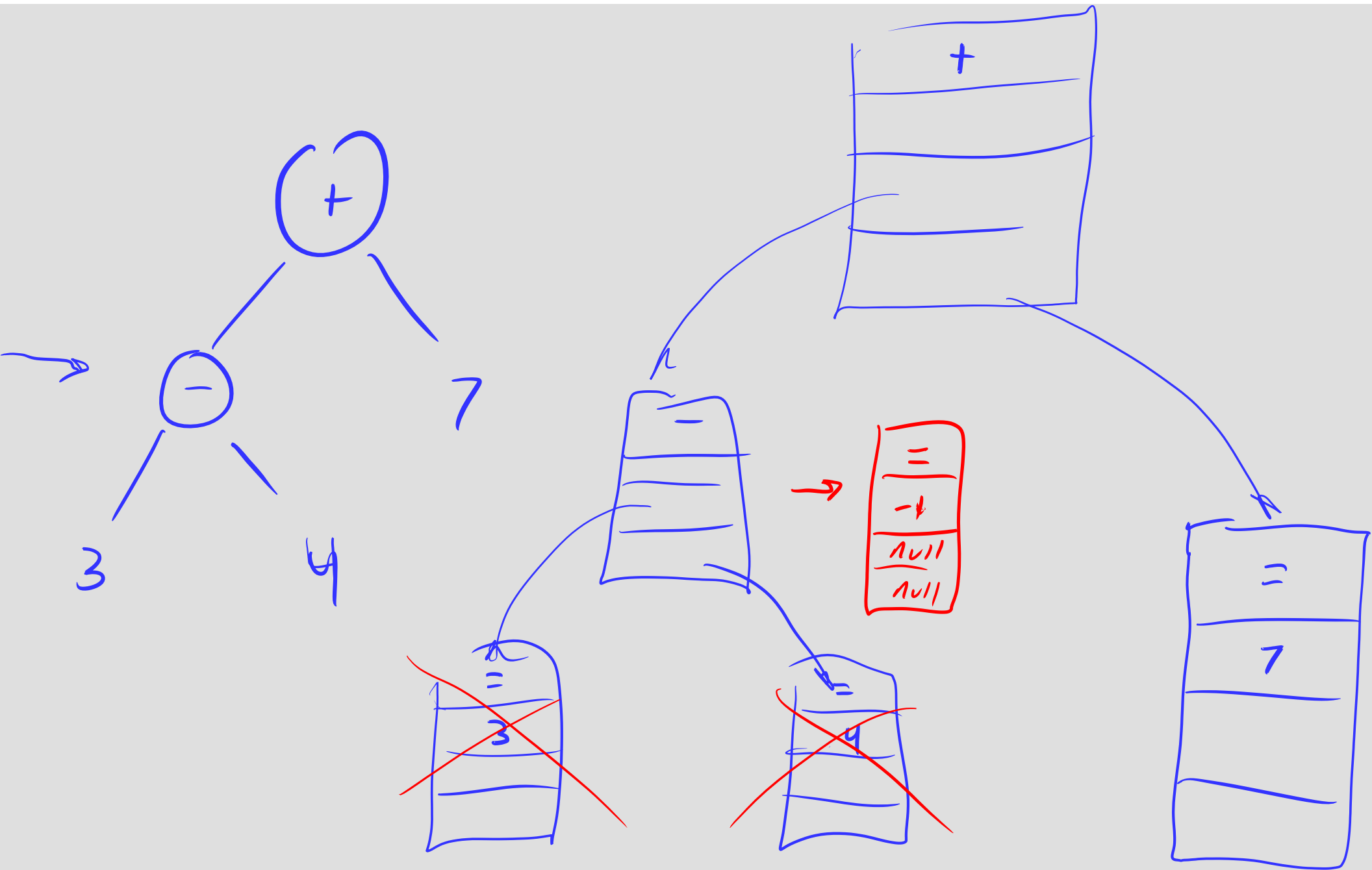
$m * a = (m *) \text{malloc}(\text{sizeof}(m));$

$(*a).x =$

```
#define NULL ((void *) 0)
```

0 → int

NULL → void *

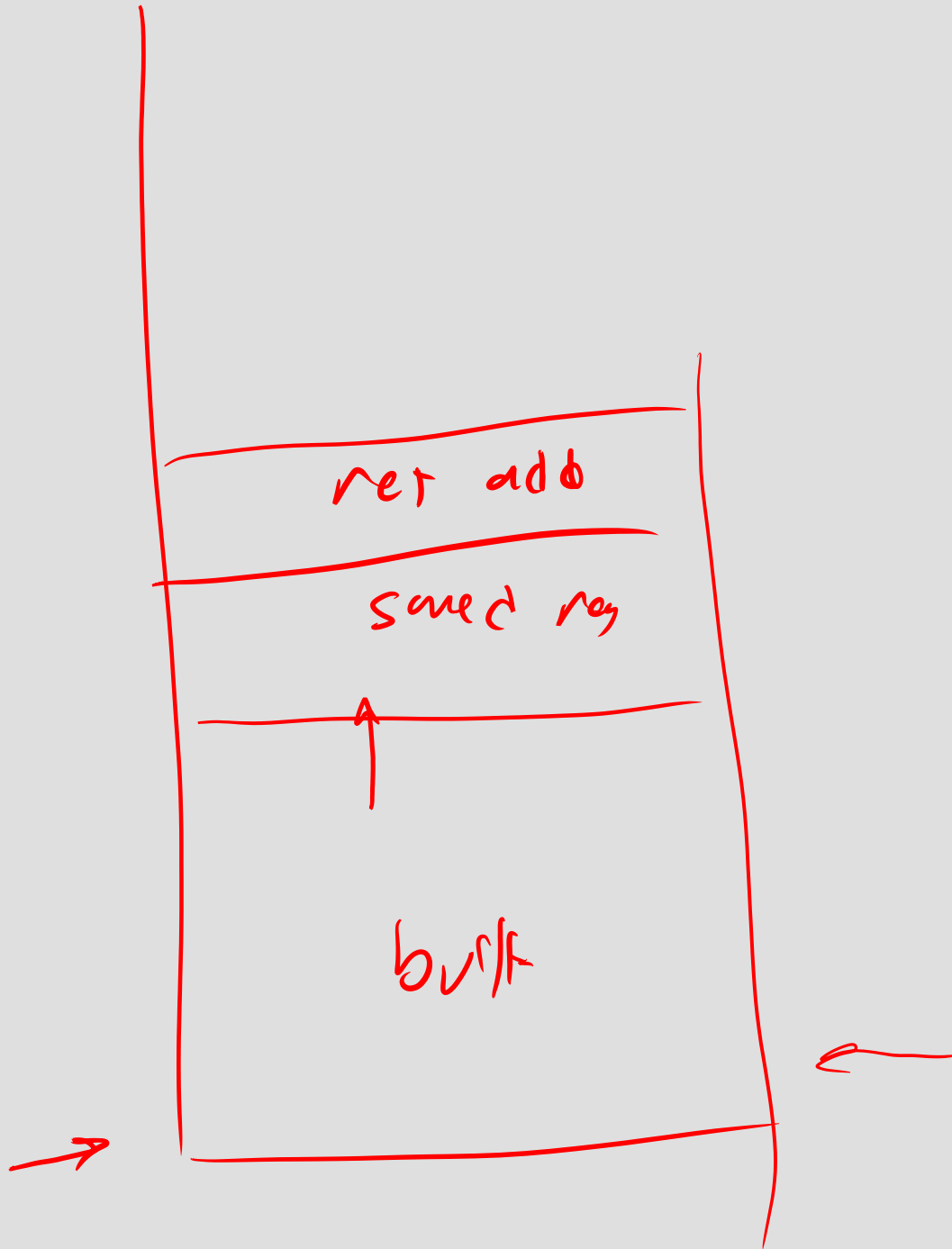


$x = \text{malloc} ()$

$\text{free} (x)$

$*x = \dots$

High



low