

# Lecture 10 Dynamic memory allocation for 2D arrays

and examples



## Dynamic memory allocation

```
#include <stdlib.h>
void* malloc (unsigned int size);
```

- Allocates a block of size bytes of memory
- Returns a pointer to the beginning of that block
- 3 The content allocated block of memory is not initialized
- 4 size t is unsigned int
- For each malloc there needs to be a single free
  type \* p = (type\*)malloc(size);
  free(p)
- **6** After we are done with using the memory



## **Dynamic memory allocation** example

Read the size from keyboard and allocate memory to store doubles.

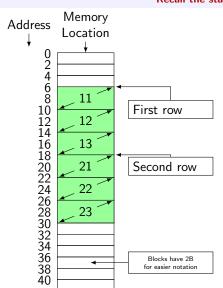
```
#include <stdio.h>
#include <stdlib.h>

int mian(){
    int n;
        scanf("%d", &n);
        double *w = (double*)malloc(n*sizeof(double));
        free(w);
}
```

This is a 1D array, how about 2D?



## 2D arrays Recall the static 2D



- Indexing is from 0 to size-1
- Storage is row based
- Array is stored row after row

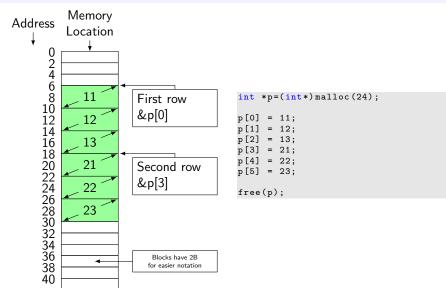
#### Example:

```
int tab[2][3];
tab[0][0]=11;
tab[0][1]=12;
tab[0][2]=13;
tab[1][0]=21;
tab[1][1]=22;
tab[1][2]=23;
```

11	12	13	
21	22	23	



## 2D arrays





# 2D arrays Pointers to pointers

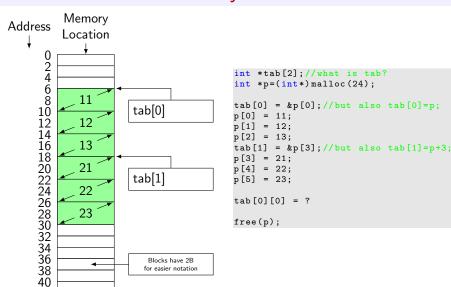
```
int a = 5;
int *p=&a;
int **pp=&p;// !!!

printf("%d", a);//simple
printf("%d", *p);//still simple
printf("%d", *(*pp));//?

...
printf("%d", a);//simple
printf("%d", p[0]);//still simple
printf("%d", pp[0]);//still simple
```



### 2D arrays





#### 2D arrays Pointers to pointers

```
int **A = (int**)malloc(number_of_rows * szieof(int*));
for(int i=0; i<number_of_rows; ++i)</pre>
        A[i] = (int*)malloc(number_of_columns * sizeof(int));
int *p =(int*)malloc(collumns*rows*sizeof(int));
for(int i=0: i<number of rows: ++i)</pre>
        A[i] = p+i*number_of_collumns;
for(int i=0; i<number_of_rows; ++i)</pre>
        free(A[i]):
free(A):
free(p);
free(A);
```

Example...