

→ Memory Management Operator :-

C uses `malloc()` and `calloc()` functions to allocate memory dynamically at runtime. Similarly it uses `free()` function to free dynamically allocated memory. we used dynamic allocation technique when it is not known at advance how much of memory space is needed.

Although C++ supports these functions, it also defines two unary operators "new" and "delete" that perform the task of allocating and freeing the memory in a better and easier way. Since these operators manipulate memory on the free store, they are also known as free store operators.

→ new :-

An object can be created by using new operator as and when required. A data object created inside a block with new, will remain in existence till it is explicitly (user defined) destroyed by using delete.

The new operator can be used to create an object of any type and it returns an address when memory is allocated successfully, otherwise, it returns null.

Syntax :-

Syntax:-

pointer Variable = new datatype;

Here, pointer variable is a pointer of type.

delete:- An object can be destroyed by using delete operator and when required. This operator does not return any address value.

New can be used to create a memory space for any datatype, including user define datatypes such as arrays, structure and classes.