

1. Memory API

[man malloc](#):

malloc, free, calloc, realloc - allocate and free dynamic memory

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

```
void *malloc(size_t size); // allocate size bytes, uninitialized
```

```
void free(void *ptr); // release ptr memory
```

```
void *calloc(size_t nmemb, size_t size); // allocate nmemb*size bytes, initialized to zeros
```

```
void *realloc(void *ptr, size_t size); // change allocation to new size
```

Others: [strdup\(\)](#), [brk\(\)](#), [mmap\(\)](#)