HEAP BASED STORAGE MANAGEMENT

Viva Voce on Heap based storage management

Q1. What is Heap?

Ans. Heap is the segment where dynamic memory allocation usually takes place.

Q2. Where is heap memory located?

Ans. Heap is located in RAM.

Q3. What happens if heap memory is full?

Ans. Heap Overflow.

Q4. What is stored in stack and heap?

Ans. Stack is used for static memory allocation and Heap for dynamic memory allocation.

Q5. Which operator is used to delete the memory used from the heap in C++?

Ans. Delete

Q6. What is difference between malloc() and calloc()?

Ans. The malloc() takes a single argument, while calloc() takes two. The malloc() function does not initialize the memory allocated, while calloc() function initializes the allocated memory to ZERO.

Q7. What is new operator in C++?

Ans. The new operator denotes a request for memory allocation on the heap. If sufficient memory is available, new operator initializes the memory and returns the address of the newly allocated and initialized memory to the pointer variable.

Q8. What is difference between static and dynamic memory allocation?

Ans. When memory is allocated at compile time, it is called static memory allocation. When memory is allocated at run time, it is called dynamic memory allocation.

Q9. Can we allocate memory for the objects dynamically in C++?

Ans. YES.

Q10. In C++, dynamic memory allocation is done using which operator?

Ans. New

Q11. Which operator is used to release the dynamically allocated memory in C?

Ans. Free.

Q12. During dynamic memory allocation in CPP, new operator returns what value if allocation is unsuccessful?

Ans. Null.

Q13.What is the return type of malloc() and calloc()?

Ans. Void*

Q14. What is realloc()?

Ans. The realloc() function deallocates the old object pointed to by ptr and returns a pointer to a new object that has the size specified by size.

Q15. Can I increase the size of statically allocated array?

Ans. No.

Q16. Malloc() returns a NULL if it fails to allocate the requested memory?

Ans. True.

Q17. When we dynamically allocate memory is there any way to free memory during run time?

Ans. Yes.

Q18. Specify the two library functions to dynamically allocate memory?

Ans. Malloc() and calloc()

Q19. What is memory leak?

Ans. A memory leak is a common and dangerous problem. It is a type of resource leak. In C language, a memory leak occurs when you allocate a block of memory using the memory management function and forget to release it.

Q20. What is dangling pointer?

Ans. Dangling pointers arise when the referencing object is deleted or deallocated.

MCQs on Heap based storage management

- Q1. In Heap Memory is allocated in order.
- a. Contiguous block
- b. Linear
- c. Random
- Q2. We use heap for?
- a. to allocate memory dynamically
- b. to allocate memory statically
- c. to reduce cost time
- Q3. Which function is used to deallocate the memory in C++?
- a. delete()
- b. free()
- c. new()
- Q4. Which header files should be included to use malloc() or new()?
- a. memory.h
- b. stdlib.h
- c. string.h
- Q5. What is the size of Heap?
- a. 10 MB
- b. 500 MB
- c. Size of the heap memory is limited by the size of the RAM and the SWAP Memory.
- Q6. Can we implement Linked List without allocating memory dynamically?

- a. Yes
- b. No
- Q7. calloc() returns a storage that is initialized to?
- a. Zero
- b. Null
- c. Nothing

MCQs Answers

- Q1. (c)
- Q2. (a)
- Q3. (b)
- Q4. (b)
- Q5. (c)
- Q6. (b)
- Q7. (a)

Related Posts:

- 1. Sequence Control & Expression | PPL
- 2. PPL:Named Constants
- 3. Parse Tree | PPL | Prof. Jayesh Umre
- 4. Basic elements of Prolog
- 5. Loops | PPL | Prof. Jayesh Umre
- 6. Subprograms Parameter passing methods | PPL | Prof. Jayesh Umre
- 7. Programming Paradigms | PPL | Prof. Jayesh Umre
- 8. Subprograms Introduction | PPL | Prof. Jayesh Umre
- 9. Phases of Compiler | PPL | Prof. Jayesh Umre
- 10. Parse Tree | PPL

- 11. Influences on Language design | PPL | Prof. Jayesh Umre
- 12. Fundamentals of Subprograms | PPL | Prof. Jayesh Umre
- 13. Programming Paradigm
- 14. Influences on Language Design
- 15. Language Evaluation Criteria
- 16. OOP in C++ | PPL
- 17. OOP in C# | PPL
- 18. OOP in Java | PPL
- 19. PPL: Abstraction & Encapsulation
- 20. PPL: Semaphores
- 21. PPL: Introduction to 4GL
- 22. PPL: Variable Initialization
- 23. PPL: Conditional Statements
- 24. PPL: Array
- 25. PPL: Strong Typing
- 26. PPL: Coroutines
- 27. PPL: Exception Handler in C++
- 28. PPL: OOP in PHP
- 29. PPL: Character Data Type
- 30. PPL: Exceptions
- 31. PPL: Primitive Data Type
- 32. PPL: Data types
- 33. Programming Environments | PPL
- 34. Virtual Machine | PPL
- 35. PPL: Local referencing environments
- 36. Generic Subprograms
- 37. Local referencing environments | PPL | Prof. Jayesh Umre

- 38. Generic Subprograms | PPL | Prof. Jayesh Umre
- 39. PPL: Java Threads
- 40. PPL: Loops
- 41. PPL: Exception Handling
- 42. PPL: C# Threads
- 43. Pointer & Reference Type | PPL
- 44. Scope and lifetime of variable
- 45. Design issues for functions
- 46. Parameter passing methods
- 47. Fundamentals of sub-programs
- 48. Subprograms
- 49. Design issues of subprogram
- 50. Garbage Collection
- 51. Issues in Language Translation
- 52. PPL Previous years solved papers
- 53. Type Checking | PPL | Prof. Jayesh Umre
- 54. PPL RGPV May 2018 solved paper discussion| Prof. Jayesh Umre
- 55. PPL Viva Voce
- 56. PPL RGPV June 2017 Solved paper | Prof. Jayesh Umre
- 57. Concurrency
- 58. Basic elements of Prolog
- 59. Introduction and overview of Logic programming
- 60. Application of Logic programming
- 61. PPL: Influences on Language Design
- 62. Language Evaluation Criteria PPL
- 63. PPL: Sequence Control & Expression
- 64. PPL: Programming Environments

PPL: Heap based storage management

65. PPL: Virtual Machine

66. PPL: Programming Paradigm67. PPL: Pointer & Reference Type

68. try-catch block in C++