CS162 Introduction to Computer Science II

1. Using pointers and new, create a 2D array of integers. Fill it with 0.

2. STL data types have a function `end()`. What does it return?

3. What is the dereference operator?

4. What is the “address of” operator?

5. What is the difference between passing by pointer, and passing by reference?

6. What is the stack, in the context of a process memory space?

7. What must always be done to variables created with `new`?

8. There are 2 ways discussed in class of putting a variable on the heap. What are they?