

Memory Leak Explanation

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Hello All

I have been away from C and C++ for a bit now but having to pick it up again to do some work on mobile devices. I had a few questions that came to mind while brushing up on the language again.

I saw this article in the May 2003 version of Linux magazine discussing Valgrind. In it they had the following example and said that Valgrind identifies this program as having a memory leak. When you set the pointer to the second block allocated, the original 512 allocated is lost.

My question is what would be the best way to do this so as to avoid the mem leak.

Thanks

JPH

Linux Mag Code Sample 2003 May

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

int main(void)
{
    char *prtr1, *prtr2;
    int i;
    prtr1 = (char *) malloc (512);
    prtr2 = (char *) malloc (512);
    prtr2 = prtr1;
    free(prtr1);
    free(prtr2);
}
```