

# Re: static, global variable memory allocation

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*Source:* [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.c/2007-02/msg01020.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2007-02/msg01020.html)

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- *From:* [richard@xxxxxxxxxxxxxxxx](mailto:richard@xxxxxxxxxxxxxxxx) (Richard Tobin)
  - *Date:* 6 Feb 2007 22:37:05 GMT
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In article <octm94xchr.ln2@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>, Flash Gordon <spam@xxxxxxxxxxxxxxxxxxxx> wrote:

I was now specifically aware of that, to be hones I gave up caring before I started programming on Unix, but given:

```
static const char var[]="Static array";
```

Would you expect var to be in that area you refer to as a heap or, as I would hope, in a separate memory region that was set to read only?

I'm not sure that the semantics of const allow it to be read-only, but supposing it does, I'm not sure you couldn't say that part of the heap was read-only. Equally part of it could be autmoatically zeroed.

On reflection, I agree it's probably better not to call the statically-allocated data part of the heap.

— Richard

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"Consideration shall be given to the need for as many as 32 characters in some alphabets" – X3.4, 1963.

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