Dynamic Memory Allocation
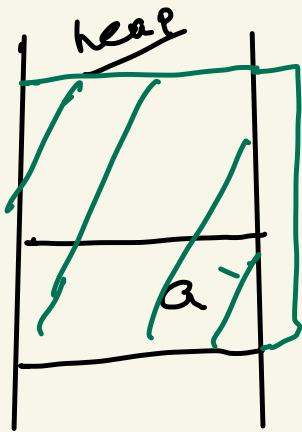
int * fun(---)
{   int *a;
     N = 300;
     a = (int *) malloc (N * sizeof (int))
     // use a[]
     return a;
}

int a[300];

BAD

OK but, be sure to free later

Realloc

heap