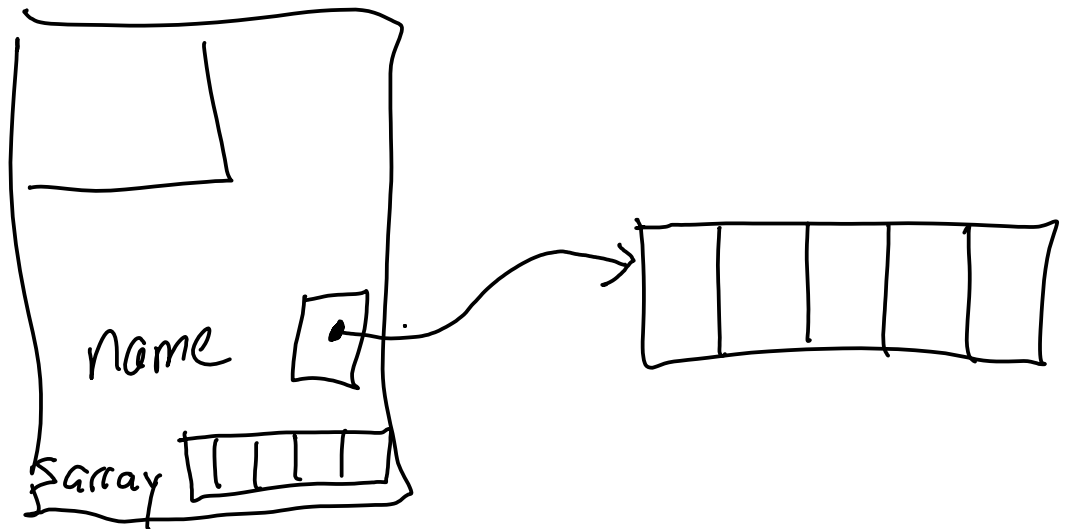


```
int * name = new int[5];
```

```
int sarray[5];
```



Calling constructor

1. Finds memory
2. Runs constructor code
3. Gives access to caller

