Valgrind

Every call to malloc(...) results in one allocation **block**.

A block can be some number of bytes.

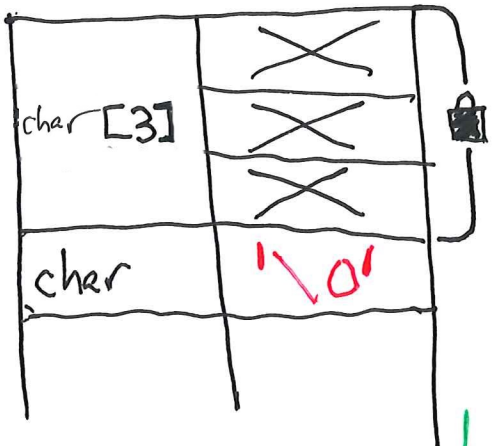
```
assert (sizeof(int) == 4);
int*   a = malloc (3 * sizeof(*a)); //12 bytes
int*   b = malloc (10 * sizeof(*b)); //40
```

2 blocks
52 bytes

---

heap

Invalid write
AKA buffer overflow
0 bytes after the block



1 alloc block of 3 bytes

see also: buffer overread, etc.