

stackalloc Demo

```
using System;

class MainEntryPoint {
static unsafe void Main() {
Console.Write("How big an array do you want?
> ");
string userInput = Console.ReadLine();
uint size = uint.Parse(userInput);

long* pArray = stackalloc long[(int)size];
for (int i = 0; i < size; i++) pArray[i] = i * i; for (int i =
0; i < size; i++) Console.WriteLine("Element {0} = {1}", i,
*(pArray + i)); } } [/csharp]
```