Completar para que sean equivalentes

1. int \* vec;

vec = malloc(10 \* sizeof(int));

1. int \* vec;

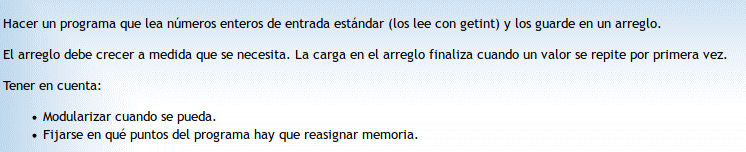
vec = calloc(10, sizeof(int));

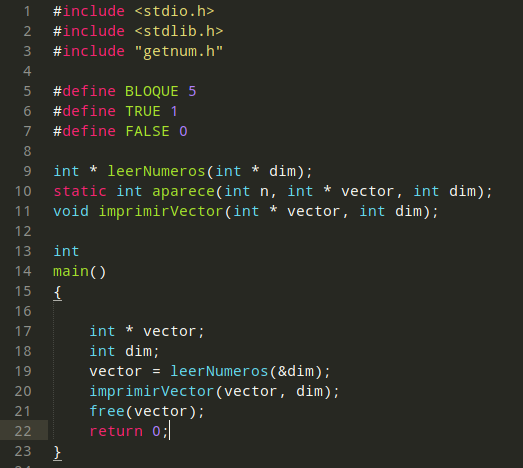
1. int \* vec;

vec = NULL;

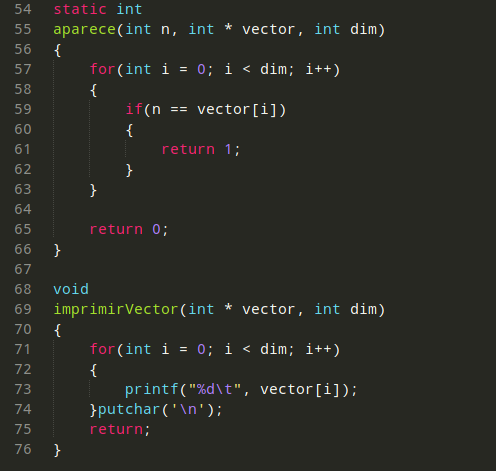
vec = realloc(vec, 10 \* sizeof(int));

### Ejercicio 1









### Ejercicio 2

