

Bài 1.6.

```
#include <stdio.h>
#include <math.h>
#include <string.h>
#include <stdlib.h>
void alopile (int *m, int *n, int **a, int **b, FILE *p1)
{
    if ((*a) = (int *) malloc ((*n+5) * sizeof (int)) = NULL)
    {
        printf ("chua co bo nho!");
        exit (0);
    }
```

```

    if ((*a) = (int *) malloc ((*m+5) * sizeof (int)) = NULL)
    {
        printf ("chua co bo nho!");
        exit (0);
    }
```

```

    fprintf (p1, "%d %d\n", n, m);
    for (int i = 1; i <= *n; i++)
    {
        fprintf (p1, "%d", &(*a)[i]);
    }
    for (int i = 1; i <= *m; i++)
    {
        fprintf (p1, "%d", &(*b)[i]);
    }
```

```

}
void GTLN (int n, int m, int *a, int *b, FILE *p2)
{
    int max = a[1];
    for (int i = 2; i <= n; i++)
    {
        if (a[i] > max)
        {
            max = a[i];
        }
    }
```