1. malloc/realloc

```
 #include <stdio.h>
#include <stdlib.h>
#include <string.h>
int main()
{
  char *name;
  name = malloc(5);
  name = realloc(name, 20);
  strcpy(name, "hello world");
  printf("%s\n",  name);
  free(name);
  return 0;
}
```

2.calloc

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
int main()
{
  char *name;
  name = calloc(10,3);
  name = realloc(name, 20);
  strcpy(name, "Replit");
  printf("%s\n",  name);
  free(name);
  return 0;
}
```

```
#include <stdio.h>
#include <stdlib.h>
int arr[MAXSIZE];
int size = 0;
world display() {
  int i;
  if(size == o) {
    printf("array is empty\n");
  }else{
    for(i=0;i<size;i++){
      printf("%d",arr[i]);
    }
    printf("\n");
  }
}
void insertAtPosition(int position,int element){
  int i;
  for(i=size: i>position:[--]{

  })
}
```