

## 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;
}
```

