#include<stdio.h>

#include<stdlib.h>

struct myArray

{

int total\_size;

int used\_size;

int \*ptr;

};

void createArray(struct myArray \* a, int tSize, int uSize){

// (\*a).total\_size = tSize;

// (\*a).used\_size = uSize;

// (\*a).ptr = (int \*)malloc(tSize \* sizeof(int));

a->total\_size = tSize;

a->used\_size = uSize;

a->ptr = (int \*)malloc(tSize \* sizeof(int));

}

void show(struct myArray \*a){

for (int i = 0; i < a->used\_size; i++)

{

printf("%d\n", (a->ptr)[i]);

}

}

void setVal(struct myArray \*a){

int n;

for (int i = 0; i < a->used\_size; i++)

{

printf("Enter element %d", i);

scanf("%d", &n);

(a->ptr)[i] = n;

}

}

int main(){

struct myArray marks;

createArray(&marks, 10, 2);

printf("We are running setVal now\n");

setVal(&marks);

printf("We are running show now\n");

show(&marks);

return 0;

}