Create C++ class Array inside a Array.h file. This library is designed to manage an array with a dynamic size and various functionalities such as insertion, removal, replacing, and reversing. Here's a brief breakdown of its features:

1. **Private Members**:
   * **size**: Total capacity of the array.
   * **length**: Number of elements currently in the array.
   * **arr**: A pointer to dynamically allocated memory for the array elements.
2. **Constructors**:
   * **Array(const int size)**: Initializes the array with a specified size and fills it with zeros.
   * **Array(const int size, int v)**: Initializes the array with a specified size and fills it with a given value.
3. **Public Methods**:
   * **initArray(int v)**: Initializes or resets the array to a given value.
   * **getLength()**: Returns the number of elements currently in the array.
   * **at(int pos)**: Retrieves the element at a given position, with boundary checking.
   * **isEmpty():** Check if the array is empty.
   * **isFull()**: Check if the array is full.
   * **print()**: Prints the elements of the array.
   * **insert(int v)**: Inserts an element at the end if space allows.
   * **insertAt(int pos, int v)**: Inserts an element at a specific position.
   * **replaceAt(int pos, int v)**: Replaces the element at a given position.
   * **remove():** Remove the last element
   * **removeAt(int pos)**: Remove an element at a specific position.
   * **clear()**: Clears the array by resetting all elements to zero and setting length to zero.
   * **reverseArray()**: Reverses the elements in the array.
   * **copyArray(int data[], int n)**: Copies data from an external array into the array.
4. **Destructor**:
   * Ensures proper deallocation of dynamically allocated memory.