Q.1] Write a C program that implements a **singly linked list** using **your custom memory allocator (my_malloc() and my_free())** instead of malloc() and free().

Requirements:

- 1. Define a Node structure that stores an integer value and a pointer to the next node.
- 2. Implement the following functions:
 - insert_at_end(Node **head, int value): Allocates memory and inserts a node at the end.
 - delete_at_position(Node **head, int position): Deletes a node at a given index.
 - print_list(Node *head): Prints the list.
 - free_list(Node **head): Frees all nodes using my_free().
- 3. Test by inserting **10 elements**, deleting a few, and printing the final list.

Expected Output Example:

Initial List: 1 -> 2 -> 3 -> 4 -> 5

After Deleting at Position 2: 1 -> 2 -> 4 -> 5

Q.2] Write a C program that:

- 1. Allocates a 2D matrix dynamically using my_calloc(), ensuring all elements are initialized to zero.
- 2. Implements the following functions:
 - int** *my_calloc(size_t num, size_t size)`** Allocates memory and sets it to zero.
 - void my_free(void *ptr) Frees previously allocated memory.
 - int** **create_matrix(int rows, int cols)** Allocates a matrix using my_calloc()`.
 - o **void fill_matrix(int**** **matrix, int rows, int cols)`** Fills the matrix with values.
 - o **void print_matrix(int**** **matrix, int rows, int cols)`** Displays the matrix.
 - void free_matrix(int** **matrix, int rows)** Frees allocated memory using my_free()`.
- 3. Frees allocated memory after use to prevent memory leaks.

Functional Requirements

- 1. Implement my_calloc() that:
 - Uses my_malloc() to allocate memory.
 - o Initializes all memory bytes to zero.
- 2. Implement my_free() that:
 - Ensures safe deallocation of memory.
- 3. Implement dynamic memory allocation for a matrix.
- 4. Ensure **proper memory deallocation** using my free() after matrix usage.

#Expected Outp	out:
Matrix Initialize	d with Zero Values:
000	
000	
000	
Matrix After Filling with Values:	
123	
4 5 6	
789	
Memory Freed Successfully.	
Q.3] You are required to implement a dynamic array in C that supports the following functionalities:	
1. Dynamic	cally allocates and resizes memory using my_realloc() instead of malloc().
2. Implements the following operations:	
	nit_array(DynamicArray *arr, int initial_size) → Initializes the array with a given capacity.
	nsert_element(DynamicArray *arr, int value) → Inserts an element, resizing when the array is full.
	emove_element(DynamicArray *arr, int index) → Removes an element at a given index and shifts elements left.
	esize_array(DynamicArray *arr, int new_size) → Expands or shrinks the rray dynamically using my_realloc().
	ree_array(DynamicArray *arr) → Frees all allocated memory using ny_free().

Functional Requirements

1. **Define a DynamicArray structure** that contains:

- o int *data → A pointer to the dynamically allocated array.
- o int size → The current number of elements in the array.
- o int capacity → The total allocated size of the array.

2. Implement and use custom memory management functions:

- my_realloc(void *ptr, size_t new_size) → Dynamically resizes memory for the array when required.
- o my_free(void *ptr) → Frees allocated memory safely.

3. Ensure automatic resizing:

- When inserting elements, **double the capacity** if the array is full.
- When deleting elements, shrink the array if the size is less than 25% of capacity.
- 4. Ensure proper memory deallocation using my free() before the program exits.

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#Input Commands:

DynamicArray arr;

init_array(&arr, 5);

insert_element(&arr, 10);

insert_element(&arr, 20);

insert_element(&arr, 30);

print_array(&arr);

remove_element(&arr, 1);

print_array(&arr);

resize_array(&arr, 10);

print_array(&arr);

free array(&arr);
```

#Expected Output:

Initial array created with capacity: 5

Inserted 10

Inserted 20

Inserted 30

Array contents: [10, 20, 30]

Removing element at index 1

Array contents: [10, 30]

Resizing array to new capacity: 10

Array contents: [10, 30]

Memory Freed Successfully.