Write a C function int\* createArray(int size) that dynamically allocates an array of integers of the given size and returns a pointer to the array. Initialize the array with values from 1 to size and print the array in the main function.

#include <stdio.h>

#include <stdlib.h>

int\* createArray(int size) {

int\* array = (int\*)malloc(size \* sizeof(int));

if (array == NULL) {

printf("Memory allocation failed\n");

exit(1);

}

for (int i = 0; i < size; i++) {

array[i] = i + 1;

}

return array;

}

int main() {

int size = 10;

int\* array = createArray(size);

printf("Array elements: ");

for (int i = 0; i < size; i++) {

printf("%d ", array[i]);

}

printf("\n");

return 0;

}