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  Static → Size is fixed at the time of declaration

  dynamic → Size can changed according to new element added.

→ When array element is full in dynamic array basically in C++ it copy the existing array and make another storage location with twice the size of original one and copy old array onto new one.

ex:

vector <int> v{1, 2, 3, 4} Capacity: 4

If we add 5,

vector <int> v{1, 2, 3, 4} : Capacity: 8

Time Complexity of dynamic array

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append*	O(1)
insert	O(n)
delete	O(n)

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because when new array will create after capacity is full, it need to iterate over array to copy.

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