```c
#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(){
```

```
40:     struct myArray marks;
41:     createArray(&marks, 10, 2);
42:     printf("We are running setVal now\n");
43:     setVal(&marks);
44:
45:     printf("We are running show now\n");
46:     show(&marks);
47:
48:     return 0;
49: }
50:
```