```c
//Reversing an Array

#include<stdio.h>
#include<stdlib.h>

struct Array
{
 int A[10];
 int size;
 int length;
};

 void Display(struct Array arr)
 {
 int i;
 printf("\nElements are\n");
 for(i=0;i<arr.length;i++)
 printf("%d ",arr.A[i]);
 }

void swap(int *x,int *y)
 {
 int temp=*x;
 *x=*y;
 *y=temp;
 }

void Reverse(struct Array *arr)
{
 int *B;
 int i,j;

 B=(int *)malloc(arr->length*sizeof(int));
 for(i=arr->length-1,j=0;i>=0;i--,j++)
 B[j]=arr->A[i];
 for(i=0;i<arr->length;i++)
 arr->A[i]=B[i];

}
```

```
40:
41: void Reverse2(struct Array *arr)
42: {
43:  int i,j;
44:  for(i=0,j=arr->length-1;i<j;i++,j--)
45:  {
46:  swap(&arr->A[i],&arr->A[j]);
47:  }
48: }
49:
50: int main()
51: {
52:  struct Array arr1={{2,3,9,16,18,21,28,32,35},10,9};
53:  Reverse(&arr1);
54:  Display(arr1);
55:  return 0;
56: }
```