```c
//Merging 2 Arrays

#include<stdio.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]);
}

struct Array* Merge(struct Array *arr1,struct Array *arr2)
{
 int i,j,k;
 i=j=k=0;

 struct Array *arr3=(struct Array *)malloc(sizeof(struct Array));

 while(i<arr1->length && j<arr2->length)
 {
 if(arr1->A[i]<arr2->A[j])
 arr3->A[k++]=arr1->A[i++];
 else
 arr3->A[k++]=arr2->A[j++];
 }
 for(;i<arr1->length;i++)
 arr3->A[k++]=arr1->A[i];
 for(;j<arr2->length;j++)
 arr3->A[k++]=arr2->A[j];
 arr3->length=arr1->length+arr2->length;
 arr3->size=10;
```

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40:
41:  return arr3;
42: }
43: int main()
44: {
45:  struct Array arr1={{2,9,21,28,35},10,5};
46:  struct Array arr2={{2,3,16,18,28},10,5};
47:  struct Array *arr3;
48: arr3=Merge(&arr1,&arr2);
49: Display(*arr3);
50:
51: return 0;
52: }
```