**Grocery list program in c**

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

void displayList(char \*\*list, int size) {

printf("\nGrocery List:\n");

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

printf("%d. %s\n", i + 1, list[i]);

}

}

int main() {

int n;

printf("Enter initial number of grocery items: ");

scanf("%d", &n);

char \*\*list = (char \*\*)malloc(n \* sizeof(char\*));

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

list[i] = (char \*)malloc(100 \* sizeof(char));

printf("Enter item %d: ", i + 1);

scanf("%s", list[i]);

}

char choice;

printf("\nChoose an option:\n");

printf("a - Add item\n");

printf("d - Delete item\n");

printf("v - View list\n");

printf("Enter your choice: ");

scanf(" %c", &choice);

if (choice == 'a') {

n++;

list = (char \*\*)realloc(list, n \* sizeof(char \*));

list[n - 1] = (char \*)malloc(100 \* sizeof(char));

printf("Enter new item: ");

scanf("%s", list[n - 1]);

} else if (choice == 'd') {

int index;

displayList(list, n);

printf("Enter item number to delete: ");

scanf("%d", &index);

index--; // to match 0-based indexing

if (index >= 0 && index < n) {

free(list[index]);

for (int i = index; i < n - 1; i++) {

list[i] = list[i + 1];

}

n--;

list = (char \*\*)realloc(list, n \* sizeof(char \*));

printf("Item deleted.\n");

} else {

printf("Invalid item number.\n");

}

}

displayList(list,n);

// Free memory

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

free(list[i]);

}

free(list);

return 0;

}