```cpp
#include <iostream>
#include <ctime>
#include <cstdlib>
#include <iomanip>
using namespace std;
#define n 5

void cargarVector(int [],int tl);
void cargarVector2(int *,int tl);
void cargarVector3(int *,int tl);
//--------------------------------
void mostrarVector(int [],int tl);
void mostrarVector2(int *,int tl);
void mostrarVector3(int*,int tl);
//--------------------------------
int main(int argc, char *argv[]) {
int* ptr=NULL;
int b[5], tl=5;
ptr=b;
//forma 1
cargarVector(b,tl);
//forma 2
cargarVector2(ptr,tl);
//forma 3
cargarVector3(ptr,tl);

mostrarVector(b,tl);
mostrarVector2(ptr,tl);
mostrarVector3(ptr,tl);


    return 0;
}
//------------------------------------------------------------
void cargarVector(int a[],int tl){
        srand(time(0));
        for(int i=0;i<tl;i++){a[i]=rand()%50;}}

void cargarVector2(int* a,int tl){
        srand(time(0));
        for(int i=0;i<tl;i++){a[i]=rand()%50;}}
void cargarVector3(int* a,int tl){
        srand(time(0));
        for(int i=0;i<tl;i++){*(a+i)=rand()%50;}}//-----------------------------
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void mostrarVector(int a[],int tl){
            srand(time(0));
            for(int i=0;i<tl;i++){cout<<a[i]<<" ";}
            cout<<endl;
        }
void mostrarVector2(int* a,int tl){
            srand(time(0));
            for(int i=0;i<tl;i++){cout<<*(a+i)<<" ";}
            cout<<endl;}
void mostrarVector3(int* a,int tl){
            srand(time(0));
            for(int i=0;i<tl;i++){cout<<a[i]<<" ";}
            cout<<endl;}
```