pointerla dizi birleştirme

//

// main.c

// yine bi sey deniyorum

//

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//

#include <stdlib.h>

#include <stdio.h>

**int** \* allocation(**int**);

**void** get\_elements(**int** \*, **int**);

**void** print\_array(**int**\*, **int**);

**int** \*merge(**int** \*, **int**, **int**\*, **int**);

**void** deallocation(**int** \*arr);

**int** main(){

**int**\* array1;

**int**\* array2;

**int**\* array3;

**int** size1;

**int** size2;

printf("Please enter the number of first array's:");

scanf("%d", &size1);

printf("Please enter the number of first array's:");

scanf("%d", &size2);

array1=allocation(size1);

array2=allocation(size2);

get\_elements(array1, size1);

get\_elements(array2, size2);

print\_array(array1, size1);

printf("\n");

print\_array(array2,size2);

printf("\n");

array3=merge(array1, size1, array2, size2);

print\_array(array3, size1+size2);

deallocation(array1);

deallocation(array2);

deallocation(array3);

**return** 0;

}

**int** \* allocation(**int** size){

**int** \*arr;

arr=(**int**\*)calloc(size,**sizeof**(**int**));

**if** (arr==**NULL**) {

**return** **NULL**;

}

**return** arr;

}

**void** get\_elements(**int** \*array, **int** size){

**int** i;

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

printf("%d. element: ",i+1);

scanf("%d", &array[i]);

}

}

**void** print\_array(**int**\*array, **int** size){

**int** i;

printf("Your array is: \n");

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

printf("%d ",array[i]);

}

}

**int** \*merge(**int** \*arr1, **int** s1, **int**\*arr2, **int** s2){

**int** \*arr3;

**int** i;

arr3=allocation(s1+s2);

**if** (arr3==**NULL**) {

**return** **NULL**;

}

**for** (i=0; i<s1; i++) {

arr3[i]=arr1[i];

}

**for** (i=s1; i<s1+s2; i++) {

arr3[i]=arr2[i-s1];

}

**return** arr3;

}

**void** deallocation(**int** \*arr){

free(arr);

}