**PART 1:**

#include <stdio.h>

#include <stdlib.h>

int main(){

//-----variables

int size;

int counter;

int \*dynArray;

int \*tempPtr;

//-----get size of dynaimc array

printf("\t%-30s:\t", "how many numbers:");

scanf("%d", &size);

printf("\n");

//-----set memory for the array to = int size\*sizeof(int)

dynArray= malloc(size\*sizeof(int));

if (dynArray== NULL)

printf("dynArray NULL value");

//-----read in loop

for (counter=0; counter<size; counter++){

tempPtr= (dynArray+(counter\*sizeof(int)));

printf("\t%-2d) %-26s:\t", counter+1, "number");

scanf("%d", tempPtr);

}

//-----separate the input txt and output txt with a margin

printf("\n");

//-----print out loop

for (counter=0; counter<size; counter++){

tempPtr=(dynArray+(counter\*sizeof(int)));

printf("\t%-2d) %26s:\t%d\n", counter+1, "", \*tempPtr);

}

return 0;

}

**PART 2:**

A void pointer is a general purpose pointer able to store and relay the address of any variable regardless of data type. It is used to store an address when the type of information it points to is not known until runtime.