



Programming with C I

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Dynamic Array In C

- O A dynamic array in C is a versatile and powerful data structure that provides the flexibility to allocate memory at runtime, allowing for the dynamic resizing of the array during program execution.
- Unlike static arrays, which have a fixed size determined at compile time, dynamic arrays can adapt to changing requirements, making them an essential tool in C programming for managing and manipulating data efficiently.

Dynamic Array In C

- However, we can create a dynamic array with the help of the following methods:
 - Using malloc() Function
 - Using calloc() Function
 - Resizing Array Using realloc() Function

Syntax

```
ptr = (cast-type*) malloc(byte-size);
```

Therefore, we can produce a dynamic array of any type by allocating a single block of memory of a particular size and thus typecasting the returned pointer to the pointer of the returned type.

```
ptr = (int*) malloc(100 * sizeof(int));
```

Here, they have used a dynamic array of type int and size 100 elements.

```
// C program to create dynamic array using malloc() function
#include <stdio.h>
#include <stdlib.h>
int main()
  // address of the block created hold by this pointer
  int* ptr;
  int size;
  // Size of the array
  printf("Enter size of elements:");
  scanf("%d", &size);
```

```
// Memory allocates dynamically using malloc()
ptr = (int*)malloc(size * sizeof(int));
// Checking for memory allocation
if (ptr == NULL) {
  printf("Memory not allocated.\n");
else {
  // Memory allocated
  printf("Memory successfully allocated using "
       "malloc.\n");
  // Get the elements of the array
  for (int j = 0; j < size; ++j) {
     ptr[j] = j + 1;
```

```
// Print the elements of the array
printf("The elements of the array are: ");
for (int k = 0; k < size; ++k) {
    printf("%d, ", ptr[k]);
}
return 0;
}</pre>
```

output

Enter size of elements:5

Memory successfully allocated using malloc.

The elements of the array are: 1, 2, 3, 4, 5,

Dynamic Memory Allocation and Initialization: calloc is used to dynamically allocate a specified number of blocks of memory, each of a specified type. Unlike malloc, which does not initialize the memory, calloc initializes each block with a default value of 0. This ensures that the allocated memory is zero-initialized from the start.

Syntax

```
ptr = (cast-type*)calloc(n, element-size);
```

Example

```
ptr = (int*) calloc(5, sizeof(float));
```

The example provided below illustrates how to create a dynamic array using the calloc() method.

```
// C program to create dynamic array using calloc()
function
#include <stdio.h>
#include <stdlib.h>
int main()
  // address of the block created hold by this pointer
  int* ptr;
  int size;
  // Size of the array
  printf("Enter size of elements:");
  scanf("%d", &size);
```

```
// Memory allocates dynamically using calloc()
  ptr = (int*)calloc(size, sizeof(int));
  // Checking for memory allocation
  if (ptr == NULL) {
    printf("Memory not allocated.\n");
  else {
    // Memory allocated
    printf("Memory successfully allocated using "
         "malloc.\n");
// Get the elements of the array
    for (int j = 0; j < size; ++j) {
      ptr[j] = j + 1;
```

Example

```
// Print the elements of the array
  printf("The elements of the array are: ");
  for (int k = 0; k < size; ++k) {
     printf("%d, ", ptr[k]);
  }
}
return 0;
}</pre>
```

output

Enter size of elements:6

Memory successfully allocated using malloc.

The elements of the array are: 1, 2, 3, 4, 5, 6,

- **5** Used to change the size of previously allocated memory.
- Adapt to changing memory requirements. The function takes a pointer to the old memory block and the new size in bytes as arguments.
- It automatically copies the data from the old block to the new one if necessary.

Syntax

```
ptr = realloc(ptr, newSize);
```

```
/ C program to resize dynamic array using realloc()
// function

#include <stdio.h>
#include <stdlib.h>

int main()
{

   // address of the block created hold by this pointer int* ptr; int size = 5;
```

```
// Memory allocates dynamically using calloc()
ptr = (int*)calloc(size, sizeof(int));
if (ptr == NULL) 
   printf("Memory not allocated.\n");
   exit(0);
else {
   printf("Memory successfully allocated using "
        "calloc.\n");
// inserting elements
for (int j = 0; j < size; ++j) {
   ptr[j] = j + 1;
```

```
printf("The elements of the array are: ");
for (int k = 0; k < size; ++k) {
  printf("%d, ", ptr[k]);
printf("\n");
size = 10;
int *temp = ptr;
```

```
// using realloc
ptr = realloc(ptr, size * sizeof(int));
if (!ptr) {
   printf("Memory Re-allocation failed.");
   ptr = temp;
else {
   printf("Memory successfully re-allocated using "
        "realloc.\n");
```

```
// inserting new elements
for (int j = 5; j < size; ++j) {
  ptr[j] = j + 10;
printf("The new elements of the array are: ");
for (int k = 0; k < size; ++k) {
  printf("%d, ", ptr[k]);
return 0;
```

output

Memory successfully allocated using calloc.

The elements of the array are: 1, 2, 3, 4, 5,

Memory successfully re-allocated using realloc.

The new elements of the array are: 1, 2, 3, 4, 5, 15, 16, 17, 18, 19,





THE END

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