```cpp
#ifndef TODOLIST_H
#define TODOLIST_H
#include <iostream>
#include <string>
#include "Todo.h"
using namespace std;

class TodoList
{
private:

  // Specification C4 - TODO array
  Todo** dynamicArray;      // Implement Dynamic Array
  int maxArraySize;
  int currentArraySize;

  void increaseSize() {
    Todo** tempArray = new Todo*[maxArraySize * 2];
    for (int i = 0; i < maxArraySize; i++)
      tempArray[i] = dynamicArray[i];        // Transfer contents to tempArray

    maxArraySize = maxArraySize * 2;         // Increase Array Size

    delete[] dynamicArray;                   // Delete Array
    dynamicArray = tempArray;                // Transfer Contents from tempArray to
dynamic Array
  }

public:
  TodoList() {
    currentArraySize = 0;
    maxArraySize = 10;          // Pre set Max array size to 10
    dynamicArray = new Todo*[maxArraySize];
  }
  void insertTodo(string title) {
    if (currentArraySize == maxArraySize)
      increaseSize();

    dynamicArray[currentArraySize++] = new Todo(title);
  }

  // Specification C2 - Overload >>
  friend ostream& operator << (ostream& out, const TodoList& todo) {
    for (int i = 0; i < todo.currentArraySize; i++)
      out << (*todo.dynamicArray[i]) << endl;

    return out;
  }
};
#endif
```