

直接修改原陣列之陣列大小值並擴充，1.5 倍空間成長較慢

```
#include <iostream>
using namespace std;

void change_size(int* arr, int *size) {
    *size *= 1.5; //修改大小值
    int* new_arr = new int[*size];
    int* ra = arr;
    copy(arr, arr + *size, new_arr);
    delete[] ra;
    arr = new_arr;
}

void print_arr(int* arr, int size) {
    cout << endl;
    for (int i = 0; i < size; i++)
    {
        cout << arr[i] << ' ';
    }
}
```

```
int main(void) {
    int size = 5;
    int* arr = new int[size];
    for (int i = 0; i < size; i++) {
        arr[i] = i + 1;
    };
    print_arr(arr, size); //顯示陣列內容

    change_size(arr, &size); //擴充

    for (int i = 0; i < size; i++) {
        arr[i] = i + 1;
    };
    print_arr(arr, size);
}
```