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Overview

MyArray

Removing an item from MyArray

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```
#ifndef MYARRAY_H
#define MYARRAY_H
struct MyArray {
    int *arr = nullptr;
    int capacity = 0; // no elements can store
    int size = 0; // no elements currently held
};
#endif
```

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```cpp
#include "removeValue.h"
void removeValue(MyArray &mya, int val)
{
    int noRemoved = 0;
    for (int i = 0, j = 0; i < mya.size; ++i) {
        if (mya.arr[i] != val) {
            mya.arr[j] = mya.arr[i]; j += 1;
        } else {
            noRemoved += 1;
        }
    }
    mya.size -= noRemoved;
}
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Removing an item from `MyArray`

```
#include <iostream>
#include "MyArray.h"
#include "removeValue.h"

using namespace std;

int main()
{
    MyArray array {new int[4], 4, 0};

    for (int i = 0; i < array.capacity; ++i) {
        array.arr[i] = i % 2; array.size += 1;
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