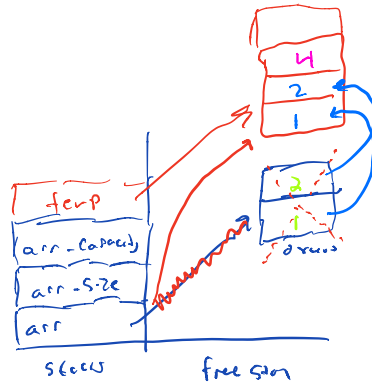```cpp
int arr_capacity = 2;
int arr_size = 0;
int *arr = new int[2];
```



```cpp
int input = 0;
while (cin >> input)
{
    if (arr_size == capacity)
        arr[arr_size] = input;
    arr_size += 1;
}
```
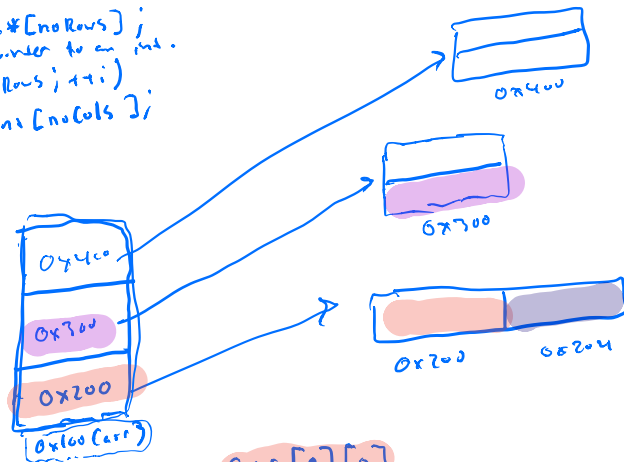
```cpp
int *temp = new int[arr_capacity * 2];
for (int i = 0; i < arr_size; ++i)
    temp[i] = arr[i];
delete[] arr;
arr = temp;
arr_capacity *= 2;
```

```cpp
int  noRows = 3; int  noCols = 2;
int ** arr = new int*[noRows];
    arr is a pointer to a pointer to an int.
for (int i = 0; i < noRows; ++i)
    arr[i] = new int[noCols];
```


arr [0] [0]
arr [0] [1]
arr [1] [0]

```cpp
for (int i = 0; i < noRows; ++i)
    delete[] arr[i];
delete[] arr;
```