🧠 Task 3: Dynamic Array with Pointer and Manual Memory Management

Task 3 covers a basic yet important concept of dynamic memory allocation in C++ using pointers.

👨‍💻 What this program does:

- Allocates a dynamic array using `new`
- Checks if user wants more size and reallocates if needed
- Accepts input values from the user
- Displays array values through a separate function
- Deallocates memory at the end using `delete[]`

💡 Purpose:

This task helps reinforce:

- Understanding of dynamic memory
- Pointer handling in arrays
- Clean memory practices (avoiding memory leaks)

📸 Optional: You can upload an output screenshot named output_task3.png alongside this file.

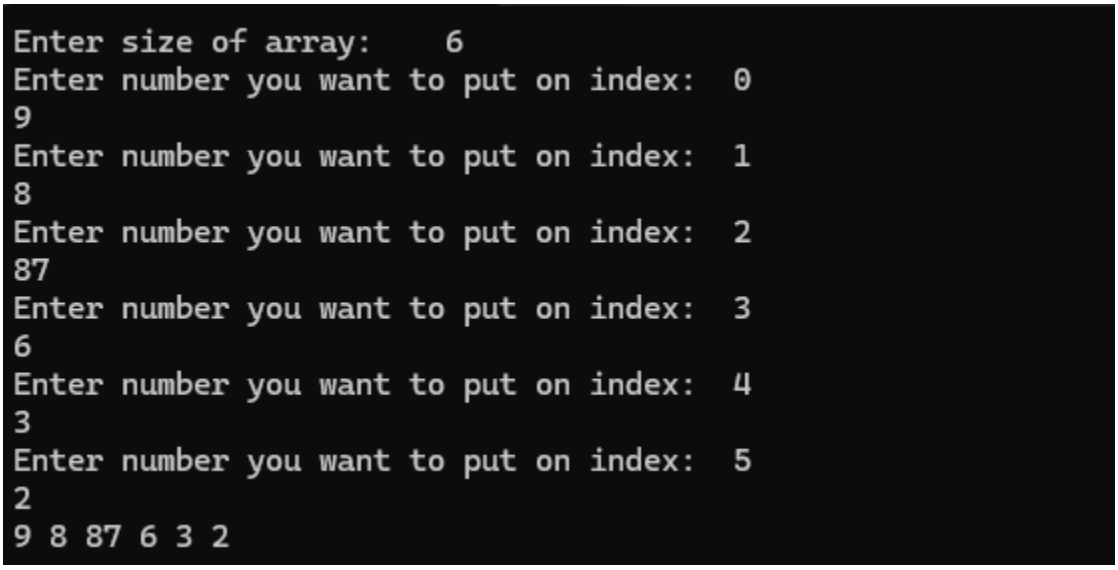
By practicing and uploading each of these tasks, I'm creating a clean archive of my learning journey — both for myself and anyone who might want to learn through code examples that are real and beginner-friendly.

Source code:

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

// Function to print the array values
void print(int* ptr, int s){
	for(int i=0; i < s; i++){
		cout << ptr[i] << " ";
	}
}

int main(){
	int c = 5;

	// Dynamically allocating memory for 5 integers initially
	int* num = new int[c];

	int n;

	// Asking user for the actual size of the array they want
	cout << "Enter size of array:\t";
	cin >> n;

	// If the entered size is more than 5, we delete the previous memory and allocate new
one
```

```
        if(n > c){
                delete[] num; // freeing the previously allocated memory
                num = new int[n]; // allocating new memory with required size
        }

        // Taking user input and storing it in dynamically allocated array
        for(int i = 0; i < n; i++){
                cout << "Enter number you want to put on index:\t" << i << "\n";
                cin >> num[i];
        }

        // Calling function to print the array elements
        print(num, n);

        // After work is done, deallocating the memory to avoid memory leaks
        delete[] num;

        return 0;
}
```

Output screenshot:



Thanks & regards to MIKSI (github: miksi0078)