

```
array[5] = {10, 20, 30, 40, 50};
```

```
changedArray[4] = {10, 20, 40, 50};
```

```
remove_element(&array[5], 2);
```

```
remove_element(&array[5], 1);
```

```
changedArray[length - 1];
```

```
for (int i = 0; i < length; i++) {
```

```
    changedArray[i] = array[j]; j++;
```

```
    if (i == pos) {
```

~~changedArray[i] = array~~

```
j++
```

W

```
array[9] = {1, 2, 3, 4, 5, 6, 7, 8, 9}
```

```
matrix = {1 4 7  
          2 5 8  
          3 6 9} ↗ reshape(const int array,
```

int length
int nRows
int nCols

int array[]

int

reshape(~~int arr~~, const int length, int nRows, int nCols,

int matrix[nRows][nCols]

```
reshape (const array[], int length, int nRows, int nCols, int matrix[nRows][nCols])  
{
```

```
if (length != nRows * nCols) { int k = 0;
```

```
for (int i = 0; i < nCols; i++) {
```

~~matrix[~~

```
for (int j = 0; j < nRows; j++) {
```

```
matrix[nRows * i + j] = array[k++]
```

$\begin{matrix} & & \\ & j & \\ j & & \end{matrix}$

$\begin{matrix} & & \\ & j & \\ j & & \end{matrix}$

3

3

3

