**1.** （動態配置陣列）撰寫一個程式來動態配置一個整數陣列。此陣列的大小應該由鍵盤輸入。陣列的元素也應該由鍵盤輸入的數值來指定。將陣列的數值列印出來。接下來，重新配置此陣列的記憶體，讓它的元素數目變為目前的一半。印出陣列中其餘的數值，來驗證一下是否與原陣列的前半段元素是相同的。

**2.** （命令列引數）撰寫一個程式來接收兩個命令列引數，這兩個引數都是檔案名稱。程式每次都會從第一個檔案讀取字元，然後將所有字元以大寫形式寫到第二個檔案。

**3.** （goto敘述式）寫一個程式，利用goto敘述式，並且只能使用下列三個printf敘述式模擬巢狀迴圈結構，印出如下的星號正方形圖形：

printf(**"%s"**, **"\*"**);

printf(**"%s"**, **" "**);

printf(**"%s"**, **"\n"**);



1. ***(Dynamic Array Allocation)*** Write a program that dynamically allocates an array of integers. The size of the array should be input from the keyboard. The elements of the array should be assigned values input from the keyboard. Print the values of the array. Next, reallocate the memory for the array to half of the current number of elements. Print the values remaining in the array to confirm that they match the first half of the values in the original array.
2. ***(Command-Line Arguments)*** Write a program that takes two command-line arguments that are filenames, reads the characters from the first file one at a time and writes the characters in reverse order to the second file.
3. ***(goto Statement)*** Write a program that uses goto statements and only the following three printf statements to simulate a nested looping structure that prints a square of asterisks as shown below:

printf(**"%s"**, **"\*"**);

printf(**"%s"**, **" "**);

printf(**"%s"**, **"\n"**);

