

Q6.

```
void dynArrayAddAt (struct DynArr * da, int index, TYPE val) {
    assert(da!=0);
    assert(index >= da->size); //because it does not overwrite a value.
    if(index == da->capacity)
    {
        int tempSize = da->size;
        int l;
        struct DynArr* newArray = (struct DynArr*)malloc(sizeof(struct DynArr)*2*da-
>capacity));
        for(i=0; i < da->size; i++)
            newArray[i] = da->data[i];
        free(da->data);
        da->data = newArray;
    }
    da->data[index] = val;
    da->size = tempSize;
    da->size++;
}
```