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 I;

struct DynA\* newArray = (struct DynArr\*)malloc(sizeof(struct DynArrr)\*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++;

}