

```
#include <stdio.h>
#include <stdlib.h>

void main()
{
    int *MyInt;
    long *MyLong;

    MyInt = (int *)malloc(sizeof(int));
    MyLong = (long *)malloc(sizeof(long));

    printf("Enter two numbers: ");
    scanf("%d %ld", MyInt, MyLong);
}
```

```
#include <stdio.h>
#include <stdlib.h>

void main()
{
    int *MyInt,TempInt;
    long *MyLong,TempLong;
    int Count,i;

    MyInt = (int *)calloc(100,sizeof(int));
    MyLong = (long *)calloc(100,sizeof(long));

    printf("Enter two numbers: ");
    scanf("%d %ld",&TempInt,&TempLong);
    Count = 0;
    while (!feof(stdin) && Count < 100)
    {
        MyInt[Count] = TempInt;
        MyLong[Count] = TempLong;
        Count++;
        printf("Enter two numbers: ");
        scanf("%d %ld",&TempInt,&TempLong);
    }
    for (i=0 ; i<Count ; i++)
    {
        printf("%d, %d, %ld\n",i,MyInt[i],MyLong[i]);
    }
}
```

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

char TempStr[1001];

void main()
{
    char *MyString;

    printf("Enter a string: ");
    scanf("%s",TempStr);
    MyString = (char *)malloc(strlen(TempStr)+1);
    strcpy(MyString,TempStr);
    printf("You Entered: %s\n",MyString);
}
```

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>

char TempStr[1000];

void main()
{
    char **MyString;
    int Count,i;

    MyString = (char **)calloc(100,sizeof(char *));
    if (MyString == NULL)
    {
        fprintf(stderr,"Memory Allocation Failed\n");
        exit(100);
    }
    printf("Enter a string: ");
    scanf("%s",TempStr);
    Count = 0;
    while (!feof(stdin) && Count < 100)
    {
        MyString[Count] = (char *)malloc(strlen(TempStr)+1);
        if (MyString[Count] == NULL)
        {
            fprintf(stderr,"Memory Allocation Failed\n");
            exit(100);
        }
        strcpy(MyString[Count],TempStr);
        Count++;
        printf("Enter a string: ");
        scanf("%s",TempStr);
    }
    for (i=0 ; i<Count ; i++)
    {
        printf("%d You Entered: %s\n",i,MyString[i]);
    }
    for (i=0 ; i<Count ; i++)
    {
        free(MyString[i]);
    }
    free(MyString);
}

```