I am not sure how to deal with dynamic allocating array, I think I am missing some thing on this allocation:

```c
int **table=(int **)malloc(size * sizeof(int *));
for (i = 0; i < size; i++){
    table[i]=(int *)malloc(size * sizeof(int)); // this will give more cells than a desired size passed later.
}
```

```
table=maketable(t);//t is the max vertex

table2=filltable(table,fp);//will passing the array be legible to fill the table?
```

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Subject: Re: dynamic array as an argument.
Posted by btlindow on Sat, 19 Nov 2016 16:27:14 GMT

I did:

```c
int** t = malloc(sizeof(int*) * row);
    if(!t) { fprintf(stderr,"out of memory"); exit(-1);}

    for (int i = 0; i < row; i++)
    {
        t[i] = malloc(sizeof(int) * col);
        if(!t[i]) { fprintf(stderr,"out of memory"); exit(-1); }
    }

for(int i = 0; i < row; i++)
    for(int j = 0; j < col; j++)
        t[i][j] = initial;
```

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Subject: Re: dynamic array as an argument.
Posted by oamohamed@crimson.ua.edu on Sun, 20 Nov 2016 00:23:41 GMT

This looks clean and up to the c standard, thx much.
That is the nicest anyone has ever said about my code. Why, thank you!