

Project 6

```
class DynamicArray
{
private:
    int* dynarr; // no initialization should be done here!
    int size;
    int inUse;

public:
    // initialize using a Constructor
    DynamicArray()
    {
        size = 2;
        dynarr = new int [size];
        inUse = 0;
    }

    DynamicArray(int s)
    {
        size = s;
        dynarr = new int [size];
        inUse = 0;
    }
}
```

```
bool isEmpty()  
{ ... }
```

....

```
};
```

```
int main(...)  
{  
  DynamicArray d1;  
  
  DynamicArray d2(50);  
  
  if ( d1.isEmpty() == true )  
    ....
```

