On Monday, 16 September 2013 15:47:38 UTC+1, suicida...@gmail.com wrote:

> Allocating and expanding in fixed "blocks" as suggested before is a way to elegantly handle this problem, however the block size needs to be tuned for every application or you can start to get some big slowdowns.

In the generic case when "big enough" is not known, the best algorithm is to double the size of the array every time you hit the current capacity. (Or 3x or 1.5x, does not matter as long as the growth is exponential in as a function of the number of resizes.)

See

http://en.wikipedia.org/wiki/Dynamic_array

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Yngvar