## Aim:

To implement basic array operations like Insertion, Deletion, and Display.

# Algorithm:

- 1. Start
- 2. Initialize an empty array with size = 10.
- 3. Provide a menu to perform operations:
  - o **Insert**: Add an element at the end.
  - o **Delete**: Remove element from given position.
  - o **Display**: Print all elements.
- 4. Repeat until user exits.
- 5. Stop.

# **CODE:**

```
#include <stdio.h>
#define SIZE 10

int main() {
    int arr[SIZE], n = 0, choice, pos, val;

while (1) {
    printf("\n1.Insert 2.Delete 3.Display 4.Exit\n");
    printf("Enter choice: ");
    scanf("%d", &choice);
    if (choice == 1) { // Insert
```

```
if (n == SIZE)
       printf("Array is full!\n");
        printf("Enter element: ");
       scanf("%d", &val);
        arr[n++] = val;
     }
  }
  else if (choice == 2) { // Delete
     if (n == 0)
       printf("Array is empty!\n");
     else {
       printf("Enter position (0-%d): ", n-1);
        scanf("%d", &pos);
       if (pos < 0 \parallel pos >= n)
          printf("Invalid position!\n");
       else {
          for (int i = pos; i < n-1; i++)
             arr[i] = arr[i+1];
          n--;
        }
  else if (choice == 3) { // Display
     if(n == 0)
       printf("Array is empty!\n");
     else {
       printf("Array: ");
        for (int i = 0; i < n; i++)
          printf("%d ", arr[i]);
       printf("\n");
     }
  else if (choice == 4) // Exit
     break;
  else
     printf("Invalid choice!\n");
return 0;
```

```
Output
1.Insert 2.Delete 3.Display 4.Exit
Enter choice: 1
Enter element: 10
1.Insert 2.Delete 3.Display 4.Exit
Enter choice: 1
Enter element: 20
1.Insert 2.Delete 3.Display 4.Exit
Enter choice: 2
Enter position (0-1): 1
1.Insert 2.Delete 3.Display 4.Exit
Enter choice: 3
Array: 10
1.Insert 2.Delete 3.Display 4.Exit
Enter choice: 4
```

#### **OUTPUT:**

## **RESULT:**

The program successfully executed and displayed the array operations like Insertion, Deletion, and Display.