* Insertion method in c language

#include<stdio.h>

int ensertion(int a[],int size,int element,int pos)

{ if(pos<=size)

{

for (int i=size-1;i>=pos;i--)

{

a[i+1]=a[i];

}

a[pos]=element;

for(int i=0;i<size;i++)

{

printf("%d\n",a[i]);

}

}

else

{

printf("thre will be no space in your computer");

}

}

void main()

{

int a[9]={1,2,3,5,6,7};

int size=5;

int element=4;

int pos=4;

ensertion(a,7,4,3);

}

* Deletion method in c language

#include<stdio.h>

int delete(int a[],int size,int pos)

{

for(int i=pos;i<=size;i++)

{

a[i-1]=a[i];

}

for(int i=0;i<size;i++)

{

printf("%d\n",a[i]);

}

}

void main()

{

int a[8]={1,2,3,4,5,6,7};

int size=6;

int pos=3;

delete(a,6,4);

}

* Modify method in c language

#include<stdio.h>

void change(int a[],int size,int nelement,int pos)

{

for(int i=0;i<size;i++)

{

if(i==pos)

{

a[i]=nelement;

}

printf("%d\n",a[i]);

}

void main()

{

int a[8]={1,2,3,4,5};

int pos=3;

int size=5;

int nelement=8;

change(a,5,8,3);

}

* Display method in c language

#include<stdio.h>

void change(int a[],int size)

{

for(int i=0;i<size;i++)

{

printf("%d\n",a[i]);

}

}

void main()

{

int a[8]={1,2,3,4,5};

change(a,5);

}