Here's an improved version of your **InsertArray** program, allowing the user to **insert a value at any index** within the array:

**Updated Code: Insert at Any Index**

import java.util.\*;

public class InsertArray {

    public static void main(String[] args) {

        int[] arr = new int[10];

        int size = 5;

        Scanner UserIn = new Scanner(System.in);

        System.out.println("Enter Data :");

        for(int j=0; j<size; j++){

            arr[j] = UserIn.nextInt();

        }

        System.out.println("Output of Array ");

        for(int i=0; i<size; i++){

            System.out.println(arr[i]);

        }

        System.out.println("Enter the index : ");

        int ind = UserIn.nextInt();

        System.out.println("Enter the Element : ");

        int ele = UserIn.nextInt();

        size++;

        for(int k=size; k>=ind; k--){

            arr[k] = arr[k-1];

        }

        arr[ind] = ele;

        System.out.println("Output of Array ");

        for(int i=0; i<size; i++){

            System.out.println(arr[i]);

        }

    }

}

**Example Run**

PS E:\Documents\DSA\Test run> cd "e:\Documents\DSA\Test run\" ; if ($?)

{ javac InsertArray.java } ; if ($?) { java InsertArray }

Enter Data :

1

2

3

4

5

Output of Array

1

2

3

4

5

5

Enter the index :

3

Enter the Element :

100

Output of Array

1

2

3

100

4

5

PS E:\Documents\DSA\Test run>