

PRACTICAL LESSON

Lec_03

1. Inserting an element into an array involves placing a new element at a specific index, shifting existing elements if needed.

- Array: [3, 7, 12, 9]
- Insert 5 at index 2
- Result: [3, 7, 5, 12, 9]

Answer

```
function insertElement(array, element, index, size):  
    if size >= array.length:  
        return "Array is full"  
    // Shift elements to the right from the end to the index  
    for i from size-1 down to index:  
        array[i + 1] = array[i]  
    // Insert the element  
    array[index] = element  
    size = size + 1  
    return array
```

2. Deleting an element from an array involves removing an element at a specific index and shifting elements to fill the gap.

- Array: [3, 7, 5, 12, 9]
- Delete element at index 2
- Result: [3, 7, 12, 9]

```
function deleteElement(array, index, size):  
    if index >= size or index < 0:  
        return "Invalid index"  
    // Shift elements to the left from index + 1  
    for i from index to size-2:  
        array[i] = array[i + 1]  
    size = size - 1  
    return array
```

3. Write a function to insert an element at the beginning of an array.

- Input: Array = [4, 8, 15], Element = 2
- Output: [2, 4, 8, 15]

4. Write a function to insert an element at the end of an array.

- Input: Array = [4, 8, 15], Element = 16
- Output: [4, 8, 15, 16]

5. Traversing an array using a pointer involves accessing each element by incrementing the pointer.

- Array: [5, 10, 15, 20]

6. Inserting an element into an array using pointers involves shifting elements by manipulating memory addresses.

- Array: [3, 7, 12, 9]
- Insert 5 at index 2
- Result: [3, 7, 5, 12, 9]

```
function insertElement(array, element, index, size, capacity):  
    if size >= capacity:  
        return "Array is full"  
    pointer = array + size - 1 // Point to the last element  
    while pointer >= array + index:  
        *(pointer + 1) = *pointer // Shift right  
        pointer = pointer - 1  
    *(array + index) = element // Insert element  
    size = size + 1  
    return array
```

7. Deleting an element involves shifting elements left using pointers to overwrite the deleted element.

- Array: [3, 7, 5, 12, 9]
- Delete element at index 2
- Result: [3, 7, 12, 9]

```
function deleteElement(array, index, size):
    if index >= size or index < 0:
        return "Invalid index"
    pointer = array + index
    while pointer < array + size - 1:
        *pointer = *(pointer + 1) // Shift left
        pointer = pointer + 1
    size = size - 1
    return array
```