

1.

```
#include <stdio.h>

int deleteEle(int arr [] , int n, int pos){
    if(pos==n)
        return n-1;
    else{
        int i;
        for(i=pos-1;i<n;i++){
            arr[i] = arr[i+1];
        }
        return n-1;
    }
}

int main(void) {
    int arr [] = {1,2,3,4};
    int n = 4;
    int pos;
    printf("Enter no of position\n");
    scanf("%d" , &pos);
    n=deleteEle(arr,n,pos);
    int i=0;
    for(i=0;i<n;i++)
        printf("%d ",arr[i]);
    return 0;
}
```

2.

```
#include<stdio.h>
void reversal(int arr[] , int low , int high){
    while(low<high){
        int temp = arr[low];
        arr[low] = arr[high];
        arr[high] = temp;
        low++;
        high--;
    }
}

int leftRotate(int arr[] , int n , int k){
    reversal(arr,0,k-1);
    reversal(arr,k,n-1);
    reversal(arr,0,n-1);
}

int main(){
    int arr [] ={1,2,3,4,5,6,7};
```

```
int n=7;
int k;
printf("Enter no of positions\n");
scanf("%d" , &k);
leftRotate(arr,n,k);
int i;
for(i=0;i<n;i++)
    printf("%d ", arr[i]);

return 0;
}
```