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#include <stdio.h>
#include <stdlib.h>
#define MAXSIZE 50
int arr[MAXSIZE];
int size = 0;
void display() {
 int i;
 if(size == 0) {
  printf("array is empty\n");
 }else{
  for(i = 0; i < size; i++) {
    printf("%d ", arr[i]);
  printf("\n");
void insertAtPosition(int position,int element) {
 int i;
 for(i = size; i > position; i--) {
  arr[i] = arr[i - 1];
 arr[position] = element;
 size++;
void deleteAtposition(int position) {
 int i;
 for(i = position; i < size - 1; i++) \{
  arr[i] = arr[i + 1];
 size--;
```

```
int main() {
 while (1) {
  printf("1. Insert END\n");
  printf("2. Insert Specified Position\n");
  printf("3. Delete Specified position\n");
  printf("4. Display\n");
  printf("5. Exit\n");
  int choice:
  int position;
  int element;
  printf("enter your choice: ");
  scanf("%d", &choice);
  switch(choice) {
    case 1:
    if (size == MAXSIZE) {
     printf("Array is full\n");
     break;
    printf("enter the element to be inserted: ");
    scanf("%d", &element);
    arr[size] = element;
    size++;
    break;
  case 2:
    if (size == MAXSIZE) {
     printf("array is full\n");
     break;
    printf("enter the position");
```

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scanf("%d", &position);
 if (position < 0) {
  printf("invalid position\n");
  break;
 printf("enter the element to be inserted: ");
 scanf("%d", &element);
 insertAtPosition(position, element);
 break:
 case 3:
  if (size == 0) {
    printf("array is empty\n");
    break;
  printf("enter the position to delete:");
  scanf("%d",&position);
  if (position < 0 || position >= size) {
    printf("invalid position\n");
    break;
  deleteAtposition(position);
  break;
 case 4:
  display();
  break;
 case 5:
  exit(0);
 default:
  printf("invalid choice\n");
}
```

```
}
return 0;
}
```