

Write a program to implement following operations on a linear array:

1. Read n elements and display
2. Insert a new element in the middle of an array.
3. Delete the first element of an array.
4. Find the location of a last element.

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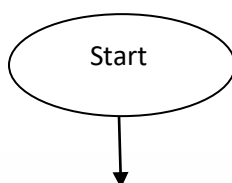
Subject Code: 20CSP-236

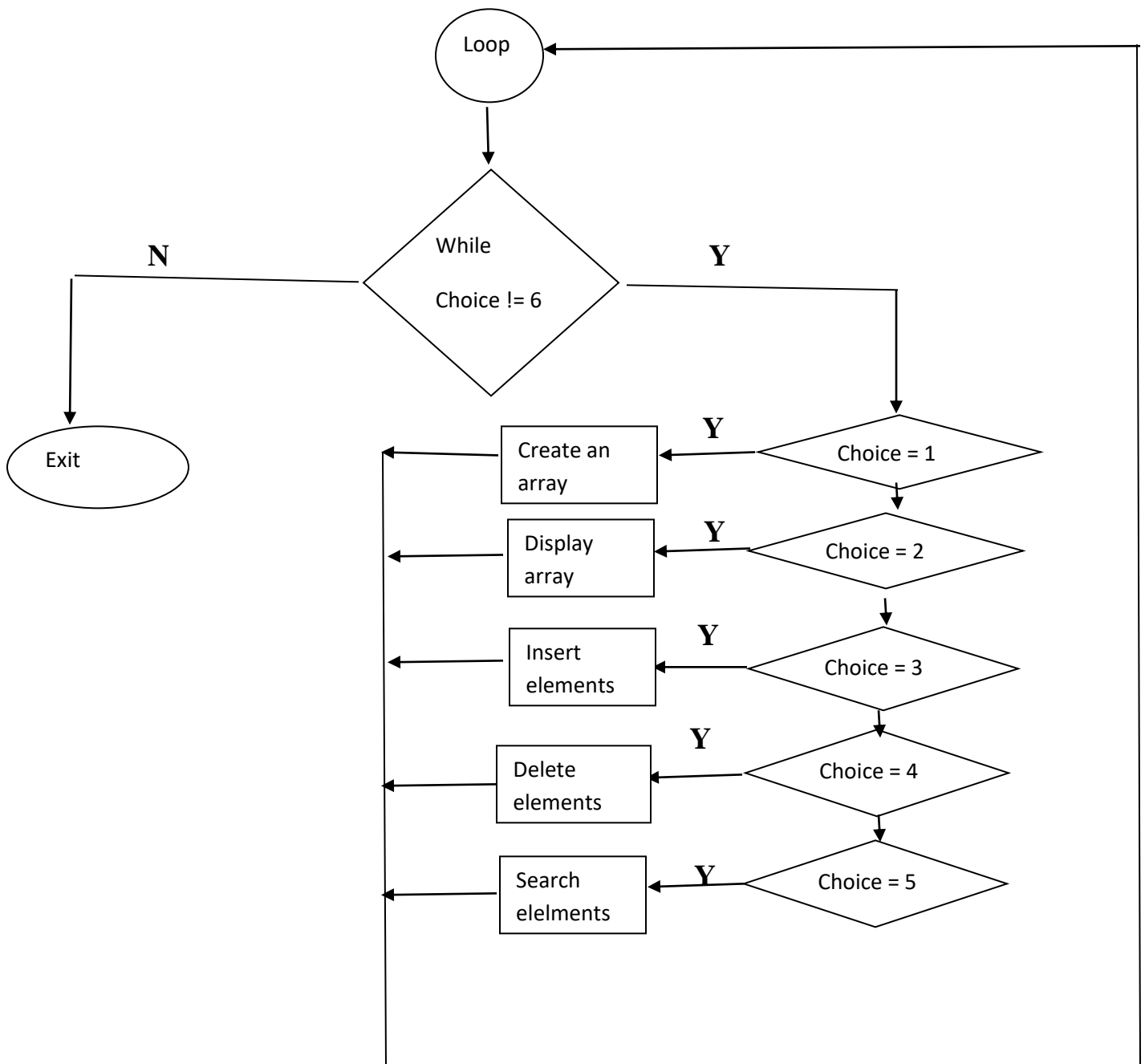
1. Aim/Overview of the practical: To Develop Program to implement Array Data Structures.

2. Task to be done:

- Create an array.
- Read the values in array.
- Insert elements at the specified positions.
- Delete element at the designated index.
- Search a number in array to find its location.

3. Flowchart:





4.Program Code:

```

#include <stdlib.h>
#include <stdio.h>

int a[20];
int n, val, i, j, pos;
  
```

```
void create() //creating an array
{
    printf("\nEnter the size of the array elements:\t");
    scanf("%d", &n);
    printf("\nEnter the elements for the array:\n");
    for (i = 0; i < n; i++)
    {
        scanf("%d", &a[i]);
    }
} //end of create()

void display() //displaying an array elements
{
    int i;
    printf("\nThe array elements are:\n");
    for (i = 0; i < n; i++)
    {
        printf("%d\t", a[i]);
    }
} //end of display()

void insert() //inserting an element in to an array
{
    printf("\nEnter the position for the new element:\t");
    scanf("%d", &pos);
    printf("\nEnter the element to be inserted :\t");
    scanf("%d", &val);
    for (i = n - 1; i >= pos; i--)
    {
        a[i + 1] = a[i];
    }
    a[pos] = val;
    n = n + 1;
} //end of insert()

void del() //deleting an array element
{
    printf("\nEnter the position of the element to be deleted:\t");
    scanf("%d", &pos);
    val = a[pos];
    for (i = pos; i < n - 1; i++)
    {
        a[i] = a[i + 1];
    }
}
```

```
}
n = n - 1;
printf("\nThe deleted element is =%d", val);
} //end of delete()

void search()
{
    int num, flag = 0;
    printf("Enter the number to find the location: ");
    scanf("%d", &num);
    for (int i = 0; i < 20; i++)
    {
        if (num == a[i])
        {
            flag = 1;
            break;
        }
    }
    if (flag == 1)
        printf("%d is present at %d in array", num, i);
    else
        printf("%d do not belong to array", num);
}

int main()
{
    int choice;
    do
    {
        printf("\n\n--Menu--\n");
        printf("1.Create\n");
        printf("2.Display\n");
        printf("3.Insert\n");
        printf("4.Delete\n");
        printf("5.Search\n");
        printf("6.Exit\n");
        printf("-----");
        printf("\nEnter your choice:\t");
        scanf("%d", &choice);
        switch (choice)
        {
            case 1:
                create();
                break;
```

```
case 2:
    display();
    break;
case 3:
    insert();
    break;
case 4:
    del();
    break;
case 5:
    search();
    break;
case 6:
    exit(0);
    break;
default:
    printf("\nInvalid choice:\n");
    break;
}
} while (choice != 6);
return 0;
}
```

5. Output: Image of sample output to be attached here

```
--Menu--  
1.Create  
2.Display  
3.Insert  
4.Delete  
5.Search  
6.Exit  
-----  
Enter your choice:      1  
  
Enter the size of the array elements:  5  
  
Enter the elements for the array:  
1  
2  
3  
4  
5
```

```
--Menu--
1.Create
2.Display
3.Insert
4.Delete
5.Search
6.Exit
-----
Enter your choice:      2

The array elements are:
1      2      3      4      5

--Menu--
1.Create
2.Display
3.Insert
4.Delete
5.Search
6.Exit
-----
```

```
Enter your choice:      3

Enter the position for the new element: 3

Enter the element to be inserted :      30
```

```
--Menu--
1.Create
2.Display
3.Insert
4.Delete
5.Search
6.Exit
-----
```

```
Enter your choice:      2

The array elements are:
1      2      3      30      4      5
```

```
--Menu--
1.Create
2.Display
3.Insert
4.Delete
5.Search
6.Exit
-----
```



```
Enter your choice:      4

Enter the position of the element to be deleted:      3

The deleted element is =30

--Menu--
1.Create
2.Display
3.Insert
4.Delete
5.Search
6.Exit
-----
Enter your choice:      2

The array elements are:
1      2      3      4      5

--Menu--
1.Create
2.Display
3.Insert
4.Delete
5.Search
6.Exit
-----
```

```
Enter your choice:      5
Enter the number to find the location: 4
4 is present at 5 in array

--Menu--
1.Create
2.Display
3.Insert
4.Delete
5.Search
6.Exit
-----
Enter your choice:      6
```

Learning outcomes (What I have learnt):

- 1. To implement and perform various operations on linear data structures.**
- 2. To use Linear array effectively in programming.**
- 3. To delete and insert elements in the middle of the array.**

Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			