Sample Code

```
#include <stdio.h>
#define SIZE 100
void insert(int arr[], int *n, int element, int position) {
  if (*n \ge SIZE) {
     printf("Array is full. Cannot insert.\n");
     return;
  if (position < 0 \parallel position > *n) {
     printf("Invalid position.\n");
     return;
  for (int i = *n; i > position; i--) {
     arr[i] = arr[i - 1];
  }
  arr[position] = element;
  (*n)++;
  printf("Element %d inserted at position %d.\n", element, position);
}
void deleteElement(int arr[], int *n, int position) {
  if (*n \le 0) {
     printf("Array is empty. Cannot delete.\n");
     return;
  if (position < 0 \parallel position >= *n) {
     printf("Invalid position.\n");
     return;
  int deleted = arr[position];
  for (int i = position; i < *n - 1; i++) {
```

```
arr[i] = arr[i + 1];
  }
  (*n)--;
  printf("Element %d deleted from position %d.\n", deleted, position);
void display(int arr[], int n) {
  if (n == 0) {
     printf("Array is empty.\n");
     return;
  printf("Array elements: ");
  for (int i = 0; i < n; i++) {
     printf("%d ", arr[i]);
  printf("\n");
}
int main() {
  int arr[SIZE];
  int n = 0;
  int choice, element, position;
  while (1) {
     printf("\n1. Insert\n2. Delete\n3. Display\n4. Exit\n");
     printf("Enter your choice: ");
     if (scanf("%d", &choice) != 1) {
       printf("Invalid input. Exiting.\n");
       break;
     }
     switch (choice) {
       case 1:
          printf("Enter element to insert: ");
          scanf("%d", &element);
          printf("Enter position (0 to %d): ", n);
```

```
scanf("%d", &position);
       insert(arr, &n, element, position);
       break;
     case 2:
       printf("Enter position to delete (0 to %d): ", n - 1);
       scanf("%d", &position);
       deleteElement(arr, &n, position);
       break;
     case 3:
       display(arr, n);
       break;
     case 4:
       printf("Exiting program.\n");
       return 0;
     default:
       printf("Invalid choice. Please enter 1-4.\n");
return 0;
```

Output

```
Z. Delete

3. Display

4. Exit

Enter your choice: 1

Enter position (0 to 0): 0

Fleent 10 inserted at position 0.

1. Insert

2. Delete

3. Display

4. Exit

Enter your choice: 1

Enter position (0 to 0): 0

Fleent 10 inserted at position 0.

1. Insert

2. Delete

3. Display

4. Exit

Enter your choice: 1

Enter position (0 to 0): 0

Fleent 10 inserted at position 0.

1. Insert

2. Delete

3. Display

4. Exit

Enter position (0 to 0): 0

Fleent 10 inserted at position 0.

1. Insert

2. Delete

3. Display

4. Exit

Enter position (0 to 1): 1

Enter your choice: 1

Enter your choice: 1

Enter position (0 to 1): 1

Fleent 20 inserted at position 1.

1. Insert

2. Delete

3. Display

4. Exit

Enter your choice: 1

Enter position (0 to 1): 1

Fleent 20 inserted at position 1.

1. Insert

2. Delete

3. Display

4. Exit

Enter position (0 to 1): 1

Fleent 20 inserted at position 1.

1. Insert

2. Delete

3. Display

4. Exit

Enter position (0 to 1): 1

Fleent 20 inserted at position 1.

1. Insert

2. Delete

3. Display

4. Exit

Enter position (0 to 1): 1

Fleent 20 inserted at position 1.

1. Insert

2. Delete

3. Display

4. Exit

Enter your choice: 1

Enter element to insert: 20

Enter position (0 to 1): 1

Fleent 20 inserted at position 1.

1. Insert

2. Delete

3. Display

4. Exit

Enter position (0 to 2): 1

Enter position
```

```
Done parsing in 0.015

1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 3
Array elements: 10 20

1. Insert
2. Delete
3. Display
4. Exit
Enter your choice: 4
Exiting program.

Process exited after 54.96 seconds with return value 0
```