## **Array Operation**

## Sample Declaration of an array:

## various operations that can be performed on arrays.

- **Traverse** Print all the elements in the array one by one.
- Insertion Adds an element at the given index.
- **Deletion** Deletes an element at the given index.
- **Search** Searches an element in the array using the given index or the value.
- Update Updates an element at the given index.

```
For(c=lb;c<=ub;c++)
Printf("%d", A[c]);
```

### Insertion

It is not always necessary that an element is inserted at the end of an array. Various situation for insertion in Array:

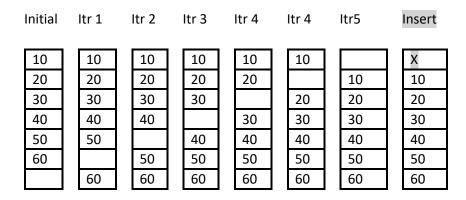
- Insertion at the beginning of an array
- Insertion at the given index of an array
- Insertion after the given index of an array
- Insertion before the given index of an array

## **Insertion at the Beginning of an Array**

• When the insertion happens at the beginning, it causes all the existing data items to shift one step downward.

Here, we design and implement an algorithm to insert an element at the beginning of an array.

#### **Example:**



#### Algorithm

#### Insert(A, New Element)

- We assume **A** is an array with **N** elements.
- The maximum numbers of elements it can store is defined by MAX
- We shall first check if an array has any empty space to store any element and then we proceed with the insertion process.

```
begin

IF N = MAX, display "Error", return

ELSE
   N = N + 1
```

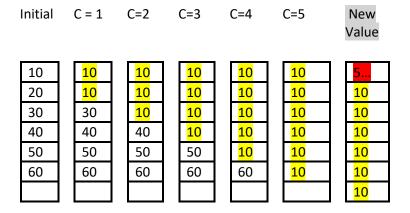
```
FIRST = 1

// For All Elements in A
// Move to next adjacent location
        For C = 1 to N-1
        A[C+1] = A[C]

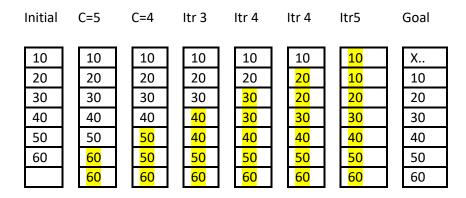
A[FIRST] = New_Element
end
```

#### Will the loop Work? (New Element = 5)

```
For C = 1 to N-1
 A[C+1] = A[C]
```



#### **Actual Expected Loop**



```
begin
IF N = MAX, return
ELSE
  N = N + 1
FIRST = 1
// For All Elements in A
//
       Move to next adjacent location
        For C = N-1 to 1
                                                         Ν
                                                5
     A[C+1] = A[C]
                    10,20,30,40,50,0
                                         10,20.30,40,50,50
                     5
//
        For C = N to 2
                    10,20,30,40,40,50
//
    A[C] = A[C-1]
A[FIRST] = New Element
end
```

```
#include <stdio.h>
#define MAX 5
void main() {
  int array[MAX] = \{2, 3, 4, 5\};
  // print array before insertion
  printf ("Printing array before insertion \n");
  for(i = 0; i < N; i++) {
     printf("array[%d] = %d \n", i, array[i]);
  // now shift rest of the elements downwards
  for (i = N; i >= 0; i--) {
     array[i+1] = array[i];
  // add new element at first position
  array[0] = value;
  // increase N to reflect number of elements
  N++;
  // print to confirm
  printf ("Printing array after insertion -\n");
  for (i = 0; i < N; i++) {
     printf("array[%d] = %d\n", i, array[i]);
```

# This program should yield the following output –

## Output

# Printing array before insertion –

array[0] = 2

array[1] = 3

array[2] = 4

array[3] = 5

## Printing array after insertion -

array[0] = 0

array[1] = 2

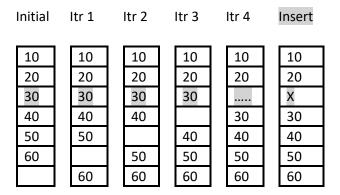
array[2] = 3

array[3] = 4 array[4] = 5

## Insertion at the Given Index of an Array

- Given the exact location (**index**) of an array where a new data element (**value**) needs to be inserted.
- First we shall check if the array is full, if it is not, then we shall move all data elements from that location one step downward.
- This will make room for a new data element.

### **Example:** (with insertion POS = 3)



## Algorithm

- We assume **A** is an array with **N** elements.
- The maximum numbers of elements it can store is defined by **MAX**.
- POS indicates the Index of Insert

```
begin
IF N = MAX, return
// ELSE
  // N = N + 1
// SEEK Location index

For All Elements from A[index] to A[N]
    Move to next adjacent location

    For C = N to POS Step -1
    A[C+1] = A[C]

A[POS] = New_Element
end
```

```
#include <stdio.h>
#define MAX 5
void main() {
  int array[MAX] = \{1, 2, 4, 5\};
  // print array before insertion
  printf ("Printing array before insertion -\n");
  for (i = 0; i < N; i++) {
     printf("array[%d] = %d \n", i, array[i]);
  // now shift rest of the elements downwards
  for (i = N; i \ge index; i--) {
     array[i+1] = array[i];
  // add new element at first position
  array[index] = value;
  // increase N to reflect number of elements
  N++;
  // print to confirm
  printf ("Printing array after insertion -\n");
  for (i = 0; i < N; i++) {
     printf("array[%d] = %d\n", i, array[i]);
  }
```

If we compile and run the above program, it will produce the following result –

## Output

Printing array before insertion —
array[0] = 1
array[1] = 2
array[2] = 4
array[3] = 5
Printing array after insertion —
array[0] = 1
array[1] = 2

array[0] - 1 array[1] = 2 array[2] = 3 array[3] = 4 array[4] = 5

## Insertion After the Given Index of an Array

In this scenario we are given a location (**index**) of an array after which a new data element (**value**) has to be inserted.

Only the seek process varies, the rest of the activities are the same as in the previous example.

### Algorithm

We assume A is an array with N elements. The maximum numbers of elements it can store is defined by MAX.

```
begin

IF N = MAX, return
//ELSE
// N = N + 1

    SEEK Location index

// For All Elements from A[index + 1] to A[N]
// Move to next adjacent location
    For C = N to POS+1
        A[C+1] = A[C]

A[POS+1] = New_Element
// Or I can write A[C-1] = New Element
end
```

## Insertion Before the Given Index of an Array

In this scenario we are given a location (**index**) of an array before which a new data element (**value**) has to be inserted. This time we seek till **index-1** i.e., one location ahead of given index, rest of the activities are same as in previous example.

#### Algorithm

We assume A is an array with N elements. The maximum numbers of elements it can store is defined by MAX.

```
begin

IF N = MAX, return

ELSE
    N = N + 1

    SEEK Location index
    If Location Index <1
        return

// For All Elements from A[index - 1] to A[N]

// Move to next adjacent location
    For C = N to POS-1
        A[C+1] = A[C]

A[POS-1] = New_Element

end</pre>
```

# **Deletion Operation**

Deletion refers to removing an existing element from the array and re-organizing all elements of an array.

#### Algorithm

Consider  $\mathbf{L}\mathbf{A}$  is a linear array with  $\mathbf{N}$  elements and  $\mathbf{K}$  is a positive integer such that  $\mathbf{K} \leq \mathbf{N}$ . Following is the algorithm to delete an element available at the  $\mathbf{K}^{th}$  position of  $\mathbf{L}\mathbf{A}$ .

```
    Start
    Set J = K
    Repeat steps 4 and 5 while J < N</li>
    Set LA[J] = LA[J + 1]
    Set J = J+1
    Set N = N-1
    Stop
```

# **Search Operation**

You can perform a search for an array element based on its value or its index.

### Algorithm

Consider LA is a linear array with N elements and K is a positive integer such that  $K \le N$ . Following is the algorithm to find an element with a value of ITEM using sequential search.

# **Update Operation**

Update operation refers to updating an existing element from the array at a given index.

## Algorithm

Consider LA is a linear array with N elements and K is a positive integer such that  $K \le N$ . Following is the algorithm to update an element available at the  $K^{th}$  position of LA.

- 1. Start
- 2. Set LA[K-1] = ITEM
- 3. Stop