

```
#include <stdio.h>
```

```
#define MAX_SIZE 100
```

```
int array[MAX_SIZE];
```

```
int size = 0;
```

```
void insert(int element, int position) {
```

```
    if (size >= MAX_SIZE) {
```

```
        printf("Array is full. Insertion not possible.\n");
```

```
        return;
```

```
    }
```

```
    if (position < 0 || position > size) {
```

```
        printf("Invalid position. Insertion not possible.\n");
```

```
        return;
```

```
    }
```

```
    for (int i = size - 1; i >= position; i--) {
```

```
        array[i + 1] = array[i];
```

```
    }
```

```
    array[position] = element;
```

```
    size++;
```

```
}
```

```
void delete(int position) {
```

```
    if (size == 0) {
```

```
        printf("Array is empty. Deletion not possible.\n");
```

```
        return;
```

```
    }
```

```
    if (position < 0 || position >= size) {
```

```
        printf("Invalid position. Deletion not possible.\n");
```

```
        return;
```

```
    }
```

```
    for (int i = position; i < size - 1; i++) {
```

```
        array[i] = array[i + 1];
```

```
    }
```

```
    size--;
```

```
}
```

```
void display() {  
    if (size == 0) {  
        printf("Array is empty.\n");  
        return;  
    }  
    printf("Array elements: ");  
    for (int i = 0; i < size; i++) {  
        printf("%d ", array[i]);  
    }  
    printf("\n");  
}
```

```
int main() {  
    insert(10, 0);  
    insert(20, 1);  
    insert(30, 2);  
    display();  
  
    delete(1);  
    display();  
  
    return 0;  
}
```