```cpp
#include<iostream>
#define MAX 100
using namespace std;
class Array
{
private:
    int a[MAX],len=0;
public:
    void insert_begi(int val)
    {
        if(len>=MAX)
        {
            cout<< "Array full ...!"<<endl;
            return;
        }
        int i;
        for(i=len-1; i>=0; i--)
            a[i+1]=a[i];
        a[0]=val;
        len++;
    }
    void append(int pos,int val)
    {
        if(pos>len)
        {
            cout<< "Invalid position ..!"<<endl;
            return ;
        }
        int i;
        for(i=len-1; i>=pos; i--)
            a[i+1]=a[i];
        a[pos]=val;
        len++;
    }
    void append(int val)
    {
        if(len>=MAX)
        {
            cout<< "Array full ...!"<<endl;
            return;
        }
        a[len++]=val;

    }
    void display()
    {

    if(len==0)
        {
            cout<< "Array is empty"<<endl;
            return;
        }
        int i;
        cout<<"Data in Array \n\n";
        for(i=0; i<len; i++)
            cout<<a[i]<<" ";
        cout<<"\n\n";
    }
    void delete_pos(int pos)
    {
        int i;
        for(i=pos; i<len; i++)
            a[i]=a[i+1];
        len--;
    }
    void delete_begi()
    {
        int i;
        for(i=0; i<len; i++)
            a[i]=a[i+1];
        len--;
    }
    void delete_end()
    {
        if(len==0)
        {
            cout<< "Array is empty ....!"<<endl;
            return ;
        }
        a[len-1]=0;
        len--;
    }
    void delete_all()
    {
```

```cpp
        int i;
        for(i=0; i<len; i++)
            a[i]=0;
        len=0;
        cout<< "All data in array are deletd \n"<<endl;
    }
};
int main()
{
    Array a;
    a.append(4);
    a.append(7);
    a.append(8);
    a.append(22);
    a.append(9);
    a.append(19);
    a.append(31);
    a.append(2,6);
    a.insert_begi(8);
    a.delete_end();
    a.delete_pos(3);
    a.delete_begi();
    a.display();
    a.delete_all();
    a.display();
    return 0;
}
```