```c
//Inserting and Appending in a Array

#include<stdio.h>

struct Array
{
 int A[10];
 int size;
 int length;
};

 void Display(struct Array arr)
 {
 int i;
 printf("\nElements are\n");
 for(i=0;i<arr.length;i++)
 printf("%d ",arr.A[i]);
 }

 void Append(struct Array *arr,int x)
 {
 if(arr->length<arr->size)
 arr->A[arr->length++]=x;
 }

 void Insert(struct Array *arr,int index,int x)
 {
 int i;

 if(index>=0 && index <=arr->length)
 {
 for(i=arr->length;i>index;i--)
 arr->A[i]=arr->A[i-1];
 arr->A[index]=x;
 arr->length++;
 }
 }

int main()
```

```
40: {
41: struct Array arr1={{2,3,4,5,6},10,5};
42: Append(&arr1,10);
43: Insert(&arr1,0,12);
44: Display(arr1);
45:  return 0;
46: }
```