```c

#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 swap(int *x,int *y)
 {
 int temp=*x;
 *x=*y;
 *y=temp;
 }
int BinarySearch(struct Array arr,int key)
{
 int l,mid,h;
 l=0;
 h=arr.length-1;
 while(l<=h)
 {
 mid=(l+h)/2;
 if(key==arr.A[mid])
 return mid;
 else if(key<arr.A[mid])
 h=mid-1;
 else
 l=mid+1;
 }
return -1;
}
int RBinSearch(int a[],int l,int h,int key)
```

```
{

 int mid=0;
 if(l<=h)
 {
 mid=(l+h)/2;
 if(key==a[mid])
 return mid;
 else if(key<a[mid])
 return RBinSearch(a,l,mid-1,key);
 }
 else
 return RBinSearch(a,mid+1,h,key);
return -1;
}
int main()
{
 struct Array arr1={{2,3,9,16,18,21,28,32,35},10,9};
 printf("%d",BinarySearch(arr1,16));
 Display(arr1);
 return 0;
}
```