

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()
{
    struct Array arr1={{2,3,4,5,6},10,5};
    Append(&arr1,10);
    Insert(&arr1,0,12);
    Display(arr1);
    return 0;
}
```