

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

```
int a[3]; //global variable
```

```
int n = -1;
```

```
void read_a_value()
```

```
{  
    if( n == 2)  
    {  
        printf("The array is full\n");  
        return;  
    }  
    else  
    {  
        n++;  
        printf("Enter the value for a[%d]",n);  
        scanf("%d",&a[n]);  
    }  
}
```

```
void disp_array()
```

```
{  
    int i;  
    for(i = 0;i <= n;i++)  
    {  
        printf("%d\t",a[i]);  
    }  
}
```

```
int search(int s)
```

```
{  
    int i;
```

```
int f = -1;
for(i = 0;i <= n;i++)
{
    if(a[i] == s)
    {
        f = i;
        break;
    }
}
return f;
}
```

```
int menu()
{
    int ch;
    printf("Insert - 1\nDisplay - 2\nSearch - 3\nExit - 4\nUr Choice");
    scanf("%d",&ch);
    return ch;
}
```

```
int main()
{
    int ch,s,pos;
    for(ch = menu(); ch != 4; ch = menu())
    {
        switch(ch)
        {
            case 1:
                read_a_value();
                break;
            case 2:
                disp_array();
                break;
        }
    }
}
```

```
case 3:
    printf("Enter the searching element");
    scanf("%d",&s);
    pos = search(s);
    if(pos == -1)
    {
        printf("Not Found...\n");
    }
    else
    {
        printf("The element Present at %d\n",pos);
    }
    break;
case 4:
    break;
default:
    printf("Wrong choice...\n");
    break;
}
}
return 0;
}
```