

```
#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]);  
    }  
    printf("\n");  
}
```

```
void remove_one_element() //removes the element at the last  
position
```

```
{
```

```

    int i;
    if(n == -1)
    {
        printf("Array is Empty\n");
    }
    else
    {
        printf("The element at the last position is %d\n",a[n]);
        n = n - 1;
    }
}
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\nRemove - 4\nExit - 5\nUr Choice");
    scanf("%d",&ch);
    return ch;
}

```

```
}
```

```
int main()
```

```
{
```

```
    int ch,s,pos;
```

```
    for(ch = menu(); ch != 5; 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:
```

```
                remove_one_element();
```

```
                break;
```

```
            case 5:
```

```
                break;
```

```
        default:
            printf("Wrong choice...\n");
            break;
    }
}
return 0;
}
```