**ROLL NO:-45**

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**PRACTICAL NO:-8**

**PRACTICAL NAME :- IMPLEMENTATION OF ARRAY**

#include<iostream.h>

#include<conio.h>

class ARRAY

{

private:

int A[7],size,n;

public:

ARRAY();

void ADD\_END(int ele);

int DEL\_END();

void LIST\_ALL();

};

void ARRAY::ARRAY()

{

size=6;

n=0;

}

void ARRAY::ADD\_END(int ele)

{

if(n==size)

{

cout<<endl<<"Array is full";

return;

}

n=n+1;

A[n]=ele;

}

int ARRAY::DEL\_END()

{

if(n==0)

{

cout<<endl<<"Array is empty";

return NULL;

}

int ele=A[n];

n=n-1;

return ele;

}

void ARRAY::LIST\_ALL()

{

if(n==0)

{

cout<<endl<<"Array is empty";

}

for(int i=1;i<=n;i++)

cout<<endl<<A[i]<<" ";

}

void MENU()

{

ARRAY obj;

do

{

int option,ele;

cout<<endl<<"-----------MENU-----------";

cout<<endl<<"1.ADD\_END";

cout<<endl<<"2.DEL\_END";

cout<<endl<<"3.LIST\_ALL";

cout<<endl<<"4.EXIT";

cout<<endl<<"Enter the option";

cin>>option;

switch(option)

{

case 1:

cout<<endl<<"Enter the add element";

cin>>ele;

obj.ADD\_END(ele);

break;

case 2:

obj.DEL\_END();

break;

case 3:

obj.LIST\_ALL();

break;

case 4:

cout<<endl<<"Exit";

return;

default:

cout<<endl<<"Invalid option";

}

}while(1);

}

void main()

{

clrscr();

MENU();

getch();

}