```
#include <stdio.h>
 1
 2
     #include <stdlib.h>
 3
 4
     #define MAX SIZE 100
 5
 6
     void traverseArray(int arr[], int size);
 7
 8
     /*size means size is being passed as call by reference because it will be changed after
     every insertion and deletion operation
 9
     void insertInArray(int arr[], int *size);
10
11
     void deleteInArray(int arr[], int *size);
12
13
     void updateArray(int arr[], int size);
14
     void sortArray(int arr[], int size);
15
     void searchArray(int arr[], int size);
16
17
     int main()
18
     {
19
         int arr[MAX SIZE];
20
         int size = 0;
21
         int choice;
22
23
         do
24
         {
25
             printf("\nArray Operations\n");
26
             printf("1. Traverse\n");
27
             printf("2. Insert\n");
28
             printf("3. Delete\n");
29
             printf("4. Update\n");
30
             printf("5. Sort\n");
31
             printf("6. Search\n");
32
             printf("7. Exit\n");
33
34
             printf("\nEnter your choice: ");
             scanf("%d", &choice);
35
36
37
             switch (choice)
38
39
                  case 1:
40
                      traverseArray(arr, size);
41
                      break;
42
                  case 2:
43
                      insertInArray(arr, &size);
44
                      break;
45
                  case 3:
46
                      deleteInArray(arr, &size);
47
                      break;
48
                  case 4:
49
                      updateArray(arr, size);
50
                      break;
51
                  case 5:
52
                      sortArray(arr, size);
53
                      break;
54
                  case 6:
55
                      searchArray(arr, size);
56
                      break;
57
                  case 7:
58
                      exit(0);
59
                  default:
60
                      printf("\nInvalid choice! Try again.\n");
61
             }
62
63
         } while (choice != 7);
64
65
         return 0;
66
     }
67
68
     void traverseArray(int arr[], int size)
```

```
69
      {
 70
          int i;
 71
          if (size == 0)
 72
 73
              printf("\nThe array is empty.\n");
 74
              return;
 75
          1
 76
 77
          printf("\nThe elements of the array are: ");
 78
          for ( i = 0; i < size; i++)
 79
 80
              printf("%d ", arr[i]);
 81
 82
          printf("\n");
 83
      }
 84
 85
      void insertInArray(int arr[], int *size)
 86
      {
 87
          int i,index, value;
 88
          if (*size == MAX SIZE)
 89
 90
              printf("\nThe array is full. Cannot insert any more elements.\n");
 91
              return;
 92
          }
 93
 94
          printf("\nEnter the index where you want to insert the element: ");
 95
          scanf("%d", &index);
 96
 97
          if (index < 0 || index > *size)
 98
 99
              printf("\nInvalid index. Try again.\n");
100
              return;
101
          }
102
          printf("\nEnter the value of the element: ");
103
104
          scanf("%d", &value);
105
106
          for ( i = *size; i > index; i--)
107
          -{
               arr[i] = arr[i-1];
108
109
          }
110
111
          arr[index] = value;
112
          (*size)++; //array size will be increased after every successful insertion
113
114
          printf("\nElement inserted successfully.\n");
115
      }
116
117
      void deleteInArray(int arr[], int *size)
118
119
          int i,index;
120
          if (*size == 0)
121
122
              printf("\nThe array is empty. Cannot delete any elements.\n");
123
              return;
124
          }
125
126
127
          printf("\nEnter the index of the element you want to delete: ");
128
          scanf("%d", &index);
129
130
          if (index < 0 || index >= *size)
131
132
              printf("\nInvalid index. Cannot delete the element.\n");
133
              return;
134
          }
135
136
          for ( i = index; i < *size-1; i++)</pre>
137
```

```
arr[i] = arr[i+1];
138
139
          }
140
141
          (*size) --; //array size will be decreased after every successful deletion
142
143
          printf("\nElement deleted successfully.\n");
144
      }
145
146
      void updateArray(int arr[], int size)
147
148
          int index, value;
          printf("\nEnter the index of the element you want to update: ");
149
150
          scanf("%d", &index);
151
          if (index < 0 || index >= size)
152
153
              printf("\nInvalid index. Cannot update the element.\n");
154
              return;
155
          1
156
          printf("\nEnter the updated value: ");
157
          scanf("%d", &value);
158
          arr[index] = value;
159
160
          printf("\nElement updated successfully.\n");
161
      }
162
163
      void searchArray(int arr[], int size)
164
165
          int i, target;
          printf("\nEnter the value to be searched:");
166
167
          scanf("%d", &target);
168
          for (i = 0; i < size; i++)</pre>
169
           {
170
              if (arr[i] == target)
171
172
                  printf("%d found at index %d\n", target,i);
173
                  return;
174
175
176
          printf("%d not found in the array\n", target);
177
178
      void sortArray(int arr[], int size) //Bubble Sort
179
      {
180
          int i,j,temp;
181
182
          for ( i = 0; i < size-1; i++)</pre>
183
184
              for ( j = 0; j < size-i-1; j++)
185
186
                  if (arr[j] > arr[j+1])
187
                   {
188
                       temp = arr[j];
189
                       arr[j] = arr[j+1];
190
                       arr[j+1] = temp;
191
                   }
192
              }
193
          }
194
195
          printf("\nArray sorted in ascending order through Bubble Sort.\n");
196
          traverseArray(arr, size);
197
      }
198
```