```
MAX SIZE = 100
def inputArray(arr, size):
  print(f"Enter {size} elements:")
  for i in range(size):
     arr[i] = int(input())
def displayArray(arr, size):
  print("Array elements:", end=" ")
  for i in range(size):
     print(arr[i], end=" ")
  print()
def linearSearch(arr, size, key):
  found = False
  print("Linear Search Results:")
  for i in range(size):
     if arr[i] == key:
       print(f"Element {key} found at index {i}")
       found = True
  if not found:
     print(f"Element {key} not found in the array.")
def insertElement(arr, size, element, position):
  if size >= MAX SIZE:
    print("Array is full. Cannot insert more elements.")
  if position < 0 or position > size:
    print("Invalid position for insertion.")
  for i in range(size, position, -1):
     arr[i] = arr[i - 1]
  arr[position] = element
  print(f"Element {element} inserted at position {position}.")
# Define other functions similarly
if __name__ == "__main__":
  choice = -1
  size = int(input("Enter size of the array: "))
  arr = [0] * MAX SIZE
  inputArray(arr, size)
  while choice != 0:
     print("\nMenu:")
     print("1. Display Array")
     print("2. Linear Search")
     print("3. Insert Element")
     print("4. Delete Element")
     print("5. Reverse Array")
     print("6. Update Array (Multiply odd-indexed elements by 2)")
     print("7. Update Array (Add 5 to even-indexed elements)")
     print("0. Exit")
     choice = int(input("Enter your choice: "))
```

```
if choice == 1:
    displayArray(arr, size)
elif choice == 2:
    key = int(input("Enter element to search: "))
    linearSearch(arr, size, key)
elif choice == 3:
    element = int(input("Enter element to insert: "))
    position = int(input("Enter position to insert: "))
    insertElement(arr, size, element, position)
# Define other cases similarly
elif choice == 0:
    print("Exiting program.")
else:
    print("Invalid choice! Please enter a number between 0 and 7.")
```