**Assignment No:-**

**Assignment Name:- Implementation of programs based on Array.**

**Roll No.:-173**

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#include<iostream.h>

#include<conio.h>

class ARRAY\_152

{

private:

int A[20],size,n,top;

public:

ARRAY\_152(int);

void ADD\_152(int ele);

int DEL\_152();

void VIEW\_ALL\_152();

};

void ARRAY\_152::ARRAY\_152(int par)

{

size=par;

n=0;

}

void ARRAY\_152::ADD\_152(int ele)

{

if(n==size)

{

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

return;

}

n=n+1;

A[n]=ele;

}

int ARRAY\_152::DEL\_152()

{

if(n==0)

{

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

return NULL;

}

int ele=A[n];

n=n-1;

return ele;

}

void ARRAY\_152::VIEW\_ALL\_152()

{

if(n==0)

{

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

}

cout<<endl<<"Array elements are";

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

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

}

void MENU\_152()

{

int n,option,ele;

cout<<endl<<"Enter the size: ";

cin>>n;

ARRAY\_152 obj(n);

do

{

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

cout<<endl<<"Select 1 for Add";

cout<<endl<<"Select 2 for Del";

cout<<endl<<"Select 3 for VIEW\_ALL";

cout<<endl<<"Select 4 for Exit";

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

cout<<endl<<"Enter your choice: ";

cin>>option;

switch(option)

{

case 1:

cout<<endl<<"Enter element to add: ";

cin>>ele;

obj.ADD\_152(ele);

break;

case 2:

cout<<endl<<"Deleted element is: "<<obj.DEL\_152();

break;

case 3:

obj.VIEW\_ALL\_152();

break;

case 4:

cout<<endl<<"Selected Exit";

return;

default:

cout<<endl<<"Invalid input";

}

}while(1);

}

void main()

{

clrscr();

MENU\_152();

getch();

}