[Forwarded from Abigia]

#include <iostream>

using namespace std;

int traverse( int array[], int size);

int insertelement( int array[], int size, int pos, int ins);

int deleteelement( int array[], int size, int del);

int array[15];

int size, pos, ins, del;

int main()

{

int choice;

cout<<"#############ARRAY OPERATION#############"<<endl;

cout<<"CHOOSE THE OPEATION YOU WANT TO PERFORM: "<<endl;

cout<<"enter 1 for traverse elements in array: "<<endl;

cout<<"enter 2 for insertion an elemenet in array: "<<endl;

cout<<"enter 3 for deletion: "<<endl;

cout<<" Enter your choice: ";

cin>>choice;

cout<<" Enter your choice: ";

cin>>choice;

switch(choice)

{

case 1:

cout<< traverse( array, size);

break;

case 2:

cout<< insertelement( array, size, pos, ins);

break;

case 3:

cout<< deleteelement( array, size, del);

break;

}

return 0;

}

int traverse(int array[], int size)

{

cout<<" Enter total number of elements: ";

cin>>size;

cout<<" Enter array elements:\n";

for( int i=0; i<size; i++)

{

cin>>array[i];

}

for(int i=0; i<size; i++)

{

cout<<array[i];

}

return 0;

}

int insertelement( int array[], int size, int pos, int ins)

{

cout<<" Enter total number of elements: ";

cin>>size;

cout<<" Enter array elements:\n";

for( int i=0; i<size; i++)

{

cin>>array[i];

}

cout<<" Enter element to be inserted: ";

cin>>ins;

cout<<" Enter the position or index you want to insert at: ";

cin>>pos;

for(int i=size; i>pos; i--)

{

array[i]=array[i-1];

}

array[pos]=ins;

cout<<" Array after insertion is:\n";

for(int i=0; i<=size; i++)

{

cout<<array[i];

}

return 0;

}

int deleteelement( int array[], int size, int del)

{

cout<<" Enter total number of elements: ";

cin>>size;

cout<<" Enter array elements:\n";

for(int i=0; i<size; i++)

{

cin>>array[i];

}

cout<<" Enter element to be deleted: ";

cin>> del;

for(int i=0; i<size; i++)

{

if(array[i]==del)

{

for( int j=i; j<(size-1); j++)

{

array[j]=array[j+1];

}

}

}

cout<<" Array after deletion is:\n";

for(int j=0; j<(size-1); j++)

{

cout<<array[j];

}

return 0;

}