1)Write the program for deleting an element from the beginning and from any position.

#include <stdio.h>

#define MAX\_SIZE 100

int main()

{

int arr[MAX\_SIZE];

int i, size, pos;

printf("Enter size of the array : ");

scanf("%d", &size);

printf("Enter elements in array : ");

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

{

scanf("%d", &arr[i]);

}

printf("Enter the element position to delete : ");

scanf("%d", &pos);

if(pos < 0 || pos > size)

{

printf("Invalid position! Please enter position between 1 to %d", size);

}

else

{

for(i=pos-1; i<size-1; i++)

{

arr[i] = arr[i + 1];

}

printf("\nElements of array after delete are : ");

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

{

printf("%d\t", arr[i]);

}

}

return 0;

}

2)Write the program for printing the array after rotating it k times towards left, where k would be

taken as user input.

#include <stdio.h>

#define SIZE 10 /\* Size of the array \*/

void printArray(int arr[]);

void rotateByOne(int arr[]);

int main()

{

int i, N;

int arr[SIZE];

printf("Enter 10 elements array: ");

for(i=0; i<SIZE; i++)

{

scanf("%d", &arr[i]);

}

printf("Enter number of times to left rotate: ");

scanf("%d", &N);

N = N % SIZE;

/\* Print array before rotation \*/

printf("Array before rotationn");

printArray(arr);

for(i=1; i<=N; i++)

{

rotateByOne(arr);

}

printf("\n\nArray after rotation\n");

printArray(arr);

return 0;

}

void rotateByOne(int arr[])

{

int i, first;

first = arr[0];

for(i=0; i<SIZE-1; i++)

{

/\* Move each array element to its left \*/

arr[i] = arr[i + 1];

}

arr[SIZE-1] = first;

}

void printArray(int arr[])

{

int i;

for(i=0; i<SIZE; i++)

{

printf("%d ", arr[i]);

}

}