#include <stdio.h>

#define MAX\_SIZE 100

void display(int arr[], int size) {

printf("Array elements: ");

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

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

}

printf("\n");

}

int insert(int arr[], int size, int element, int position) {

if (size >= MAX\_SIZE) {

return -1;

}

for (int i = size - 1; i >= position; i--) {

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

}

arr[position] = element;

return 0;

}

int delete(int arr[], int size, int position) {

if (size <= 0 || position >= size) {

return -1;

}

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

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

}

return 0;

}

int main() {

int arr[MAX\_SIZE] = {1, 2, 3, 4, 5};

int size = 5;

display(arr, size);

insert(arr, size, 10, 2);

size++;

display(arr, size);

delete(arr, size, 3);

size--;

display(arr, size);

return 0;

}

A screenshot of a computer

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