

Q.1 WAP to insert a new element at end as well as at given position in an array.

```
#include<iostream>

using namespace std;

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

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

        cout << arr[i]<< " ";

    }

}

int main(){

    int arr[100];

    int size,value,position;

    cout << "enter size of array : " ;

    cin >> size;    //taking size of array

    cout << "enter " << size << " elements in array" << endl;

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

        cout << "enter element for index " << i << " :";

        cin >> arr[i];    //adding elements to the array

    }

    cout << "entered elements are : ";

    display(arr,size); //displaying added elements

    cout << endl;

    cout << "enter element to add at end of an array : ";

    cin >> value;

    arr[size++]=value;    // adding element at last of array and increasing size

    cout << "elemets after adding in end: ";

    display(arr,size);

    cout << endl;

    cout << "enter position to enter in form of index : ";

    cin >> position;
```

```

cout << "enter value to enter at positon " << position << " :";
cin >>value;
size++;
for(int i=size-1;i>position-1;i--){ //shifting elements from postition to pos+1
    cout << i << "at this instance is " << i << endl;
    arr[i]=arr[i-1];
}
arr[position-1]=value;
cout << "elemets after adding at postion " << position << " :";
display(arr,size);
return 0;
}

```

OUTPUT :-

```

enter size of array : 5
enter 5 elements in array
enter element for index 0 :1
enter element for index 1 :2
enter element for index 2 :3
enter element for index 3 :4
enter element for index 4 :5
entered elements are : 1 2 3 4 5
enter element to add at end of an array : 6
elemets after adding in end: 1 2 3 4 5 6
enter position to enter : 1
enter value to enter at positon 1 :0
elemets after adding at postion 1 :0 1 2 3 4 5 6

```

Q.2 WAP to delete an element from a given whose value is given or whose position is given.

```
#include<iostream>

using namespace std;

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

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

        cout << arr[i]<< " ";

    }

}

int main(){

    int arr[100];

    int size,value,position;

    bool found=false;

    cout << "enter size of array : " ;

    cin >> size;      //taking size of array

    cout << "enter "<< size<< " elements in array" <<endl;

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

        cout << "enter element for index "<<i << " : ";

        cin >> arr[i];    //adding elements to the array

    }

    cout << "entered elements are : ";

    display(arr,size);    //displaying added elements

    cout << endl;

    cout << "enter element to be Deleted : ";

    cin >>value;

    cout << "deleting , NOTE :- only first matching value is deleted"<< endl;

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

        if(arr[i]==value){

            position=i;

            found=true;
```

```

        break;
    }

}

if(found){

    for(int i=position ; i<size;i++){
        arr[i]=arr[i+1];
    }
    size--;

    cout << "array after deleting " <<value<< " : ";
    display(arr,size);
    cout <<endl;

}else{
    cout << "no such element in the array given " <<endl;
}

cout << "enter position to delete : ";
cin >> position;
if(position>size || position <1){
    cout << "index out of bound no such positon " <<endl;
}else{
    for(int i=position-1 ; i<size;i++){
        arr[i]=arr[i+1];
    }
    size --;

    cout << "array after deleting value at position : " <<position<< " : ";
    display(arr,size);
}

```

```
return 0;  
}
```

OUTPUT :-

```
enter size of array : 5  
enter 5 elements in array  
enter element for index 0 : 1  
enter element for index 1 : 2  
enter element for index 2 : 3  
enter element for index 3 : 4  
enter element for index 4 : 5  
entered elements are : 1 2 3 4 5  
enter element to be Deleted : 5  
deleting , NOTE :- only first matching value is deleted  
array after deleting 5 : 1 2 3 4  
enter position to delete : 2  
array after deleting value at position : 2 : 1 3 4
```

Q.3 WAP to find the location of a given element using Linear Search.

```
#include<iostream>

using namespace std;

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

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

        cout << arr[i]<< " ";

    }

}

int main(){

    int arr[100];

    int size,target;

    bool found=false;

    cout << "enter size of array : " ;

    cin >> size; //taking size of array

    cout << "enter "<< size<< " elements in array" <<endl;

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

        cout << "enter element for index "<<i << " :";

        cin >> arr[i]; //adding elements to the array

    }

    cout << "entered elements are : ";

    display(arr,size); //displaying added elements

    cout << endl;

    cout << "enter target to search : ";

    cin >>target;

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

        if(arr[i]==target){

            found=true;

            cout << "target found at index : "<<i <<" or at position : "<<i+1<<endl;

            break;

        }

    }

}
```

```
    }}  
    if(!found){  
        cout << "target not found"<<endl;  
    }  
    return 0;  
}
```

OUTPUT :-

```
enter size of array : 10  
enter 10 elements in array  
enter element for index 0 :1  
enter element for index 1 :2  
enter element for index 2 :2  
enter element for index 3 :4  
enter element for index 4 :84  
enter element for index 5 :54  
enter element for index 6 :54  
enter element for index 7 :65  
enter element for index 8 :47  
enter element for index 9 :24  
entered elements are : 1 2 2 4 84 54 54 65 47 24  
enter target to search : 47  
target found at index :8 or at position : 9
```

Q.4 WAP to find the location of a given element using Binary Search.

```
#include<iostream>

using namespace std;

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

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

        cout << arr[i]<< " ";

    }

}

int main(){

    int arr[100];

    int size,target,lower,upper,mid;

    bool found=false;

    cout << "enter size of array : " ;

    cin >> size; //taking size of array

    cout << "enter " << size << " elements in array" << endl;

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

        cout << "enter element for index " << i << " :";

        cin >> arr[i]; //adding elements to the array

    }

    cout << "entered elements are : ";

    display(arr,size); //displaying added elements

    cout << endl;

    cout << "enter target to search : ";

    cin >> target;

    lower=0;

    upper=size-1;

    while(upper>=lower){

        mid=lower+(upper-lower)/2;

        if(arr[mid]==target){

            cout << " target found at index : " << mid << " position : " << mid+1 << endl;
```



```
found=true;

break;

}

if(arr[mid]>target){

    upper=mid-1;

}else if (arr[mid]<target){

    lower=mid+1;

}}

if(!found){

    cout << "target not found"<<endl;

}

return 0;

}
```

OUTPUT :-

```
enter size of array : 5
enter 5 elements in array
enter element for index 0 :1
enter element for index 1 :2
enter element for index 2 :3
enter element for index 3 :4
enter element for index 4 :5
entered elements are : 1 2 3 4 5
enter target to search : 4
target found at index : 3 positon : 4
```

Q.5 WAP to implement push and pop operation on a stack using linear array.

```
#include <iostream>

using namespace std;

class stack{

    private :

    int max =3;

    int arr[3];

    int top;

    public :

    stack(){

        top=0;

    }

    void push(int item){

        if(top==max){

            cout << "stack overflow exception "<< endl;

            return ; }

        cout << item << " added to stack"<<endl;

        arr[top]=item;

        top++; }

    void pop(){

        if(top-1<0){

            cout << "stack underflow exception "<<endl;

            return ;}

        cout << "top popped from stack"<<endl;

        top--;}

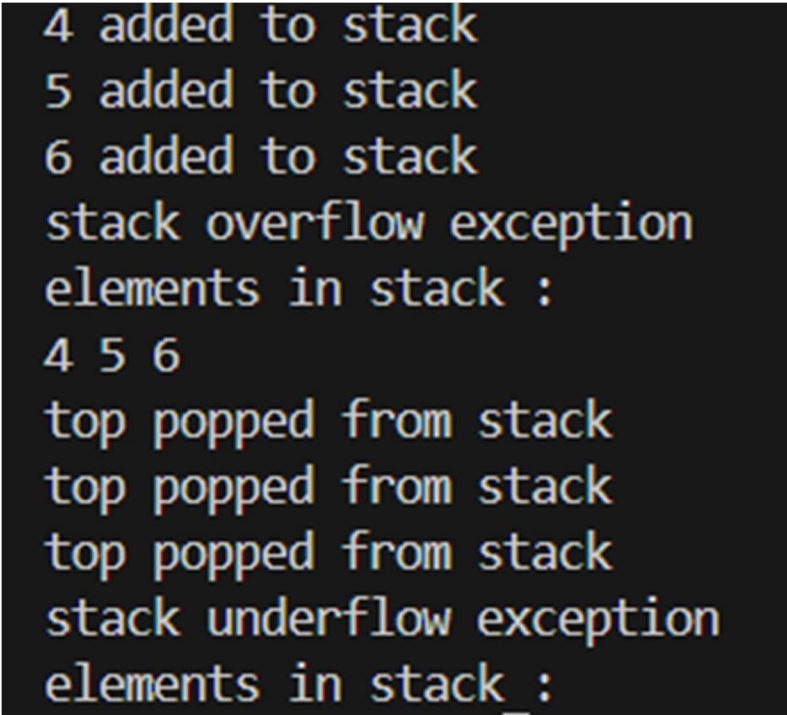
    void display(){

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

            cout << arr[i]<< " ";}}};
```

```
int main(){  
    stack st1;  
    st1.push(4);  
    st1.push(5);  
    st1.push(6);  
    st1.push(9);  
    cout << "elements in stack : "<<endl;  
    st1.display();  
    cout <<endl;  
    st1.pop();  
    st1.pop();  
    st1.pop();  
    st1.pop();  
    cout << "elements in stack : "<<endl;  
    st1.display();  
    return 0;  
}
```

OUTPUT :-



```
4 added to stack  
5 added to stack  
6 added to stack  
stack overflow exception  
elements in stack :  
4 5 6  
top popped from stack  
top popped from stack  
top popped from stack  
stack underflow exception  
elements in stack :
```