

- Level 1 - Remember :
- Level 2 - Understand (Explain, Compare, Illustrate)
- Level 3 - Apply (Solve, Apply, Calculate)
- Level 4 - Analyze (Compare, Analyze, Redefine)

⇒

~~Storage →~~

~~↳ Static Contiguous~~

~~↳ Non-Static~~

~~↳ Non-Cont~~

⇒ Insertion in an at given position :

arr[2]

from generic

int x, i = INT;

0	1	2	3
1	2		

if (arr[i] != NULL)

arr[i] = x

else

printf("Space is occupied");

return

}

int main () {

int arr[5] = {2, 3};

genericFunction(10, 2);

return 0;

}

=> i = INT;

arr[2]

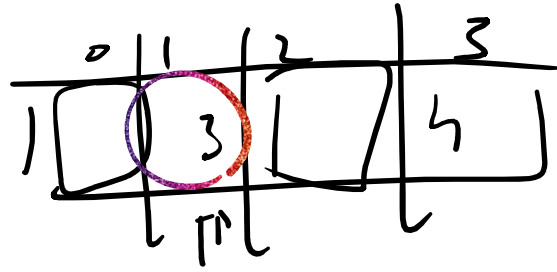
0	1	2	3

$\Rightarrow l = \text{INT}$

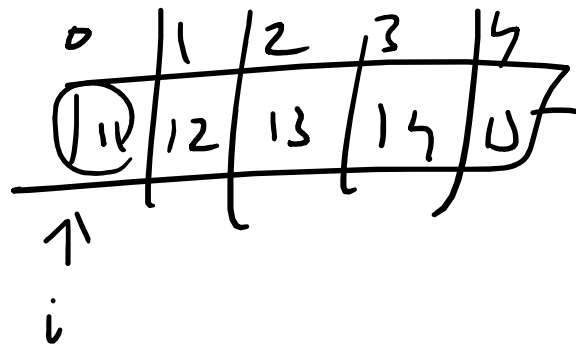
switch case

0; before;  $i--$  (if)

1; after;  $i++$  (if)



$\Rightarrow$



$12 = 13$

```

int randomFunction(x) {
    int i = 0;
    for (i = 0; i < len(arr); i++) {
        if (arr[i] == x) {
            return i;
        }
    }
    else {
        print("Not found");
    }
}
    
```