Assignment 8

Dated

Problem Statement

Write a C program to **traverse**, **insert**, **and delete** elements in a **1-D array** at different positions:

- Insertion at the beginning, a specific position, and the end.
- Deletion from the beginning, a specific position, and the end.
 The program should provide a menu-based system for performing these operations.

2. Input & Output Description

- Input:
 - o The number of elements (n), where n≤100n \leq 100n≤100.
 - The array elements entered by the user.
 - o The operation choice (ch), which can be traverse, insert, or delete.
 - o For insertion, the position and the element to be inserted.
 - o For deletion, the position from which to delete.
- Output:
 - The updated array after each operation.
 - If an invalid operation is attempted (e.g., out-of-bounds insertion/deletion), display an error message.

3. Algorithm for Binary Search

Algorithm for Traversal (traverse(n))

Step 1: Display "Array elements are:".

Step 2: Set i = 0.

Step 3: Repeat while i < n.

Step 4: Print A[i].

Step 5: Increment i by 1.

Step 6: Print a new line.

Step 7: End.

Algorithm for Insertion (insert(pos, item, n))

Step 1: Check if pos < 1 or pos > n + 1.

Step 2: If true, display "Invalid position, insertion not possible" and exit.

Step 3: Set i = n.

Step 4: Repeat while i >= pos-1.

Step 5: Assign A[i] = A[i-1].

Step 6: Decrement i by 1.

Step 7: Assign A[pos-1] = item.

Step 8: Increment n by 1.

Step 9: End.

Algorithm for Deletion (delete(pos, n))

Step 1: Check if pos < 1 or pos > n.

Step 2: If true, display "Invalid position, deletion not possible" and exit.

Step 3: Set i = pos-1.

Step 4: Repeat while i < n-1.

Step 5: Assign A[i] = A[i+1].

Step 6: Increment i by 1.

Step 7: Decrement n by 1.

Step 8: End.

Algorithm for Main (main())

Step 1: Display "Enter the number of elements:".

Step 2: Take input n.

Step 3: If n > MAX, display "Size exceeds limit" and exit.

Step 4: Set i = 0.

Step 5: Repeat while i < n.

Step 6: Take input A[i].

Step 7: Increment i by 1.

Step 8: Call traverse(n).

Step 9: Repeat while true.

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Step 10: Display "Menu: 1. Insert 2. Delete 3. Traverse 4. Exit".
Step 11: Take input ch.
Step 12: If ch == 1, go to Step 13.
Step 13: Take input pos and item.
Step 14: Call insert(pos, item, n).
Step 15: Call traverse(n).
Step 16: If ch == 2, go to Step 17.
Step 17: Take input pos.
Step 18: Call delete(pos, n).
Step 19: Call traverse(n).
Step 20: If ch == 3, call traverse(n).
Step 21: If ch == 4, exit.
Step 22: Display "Invalid choice, try again.".
Step 23: End.
Source Code
#include <stdio.h>
#define MAX 100 // Maximum size of the array
int A[MAX]; // Array declaration
// Function for Traversal
void traverse(int n) {
    int i;
    printf("\nArray elements are: ");
    for (i = 0; i < n; i++) {
        printf("%d ", A[i]);
    printf("\n");
}
// Function for Insertion
int insert(int pos, int item, int n) {
    int i;
    if (pos < 1 || pos > n + 1) {
        printf("\nInvalid position, Insertion not possible.\n");
        return n;
    }
    for (i = n; i \ge pos - 1; i--) {
        A[i + 1] = A[i]; // Shifting elements to the right
    }
    A[pos - 1] = item; // Inserting the new element
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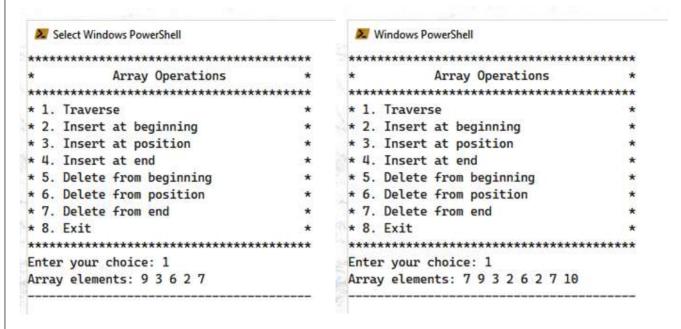
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n++;
    return n;
}
// Function for Deletion
int delete(int pos, int n) {
    int i;
    if (pos < 1 || pos > n) {
        printf("\nInvalid position, Deletion not possible.\n");
        return n;
    }
    for (i = pos - 1; i < n - 1; i++) {
        A[i] = A[i + 1]; // Shifting elements to the left
    }
    n--;
    return n;
}
// Main function
int main() {
    int n, ch, pos, item, i;
    // Taking input for number of elements
    printf("Enter the number of elements: ");
    scanf("%d", &n);
    if (n > MAX) {
        printf("\nSize exceeds the limit of %d. Cannot store elements.\n", MAX);
        return 1;
    }
    // Taking input for array elements
    printf("Enter %d elements:\n", n);
    for (i = 0; i < n; i++) {
        printf("A[%d]: ", i);
        scanf("%d", &A[i]);
    }
    traverse(n);
    // Menu-driven operations
    while (1) {
        printf("\n\nMenu of Operations");
        printf("\n1. Insert at beginning");
        printf("\n2. Insert at position");
        printf("\n3. Insert at end");
        printf("\n4. Delete from beginning");
        printf("\n5. Delete from position");
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printf("\n6. Delete from end");
printf("\n7. Traverse");
printf("\n8. Exit");
printf("\nEnter your choice: ");
scanf("%d", &ch);
switch (ch) {
    case 1: // Insert at beginning
        printf("\nEnter the element to insert: ");
        scanf("%d", &item);
        n = insert(1, item, n);
        traverse(n);
        break;
    case 2: // Insert at a given position
        printf("\nEnter the position and element to insert: ");
        scanf("%d%d", &pos, &item);
        n = insert(pos, item, n);
        traverse(n);
        break;
    case 3: // Insert at the end
        printf("\nEnter the element to insert: ");
        scanf("%d", &item);
        n = insert(n + 1, item, n);
        traverse(n);
        break;
    case 4: // Delete from beginning
        n = delete(1, n);
        traverse(n);
        break;
    case 5: // Delete from a given position
        printf("\nEnter the position to delete: ");
        scanf("%d", &pos);
        n = delete(pos, n);
        traverse(n);
        break;
    case 6: // Delete from end
        n = delete(n, n);
        traverse(n);
        break;
    case 7: // Traverse
        traverse(n);
        break;
    case 8: // Exit
```

```
return 0;

    default:
        printf("\nInvalid choice! Try again.\n");
    }
}
return 0;
}
```

Output



default + del_beg, del_any: 2, del_end

Ins_beg: 7, ins_any: 3, 2, ins_end: 10

Discussion

The array must be checked whether it's empty or not before deleting elements. The memory should be carefully handled.

Teacher's signature