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1.main.c
#include <stdio.h>
#include "header.h"
int main(){
  array a;
  int key, pos;
  init(&a, 5);
  append(&a, 5);
  append(&a, 8);
  append(&a, 9);
  append(&a, 2);
  append(&a, 3);
  printf("Original array: \n");
  print_array(&a);
  printf("Enter key to search (Linear Search): ");
  scanf("%d", &key);
  pos = linearSearch(&a, key);
  if (pos != -1) printf("Key found at index %d\n", pos);
  else printf("Key not found\n");
  return 0;
}
2.header.h
typedef struct{
  int *A;
  int size;
  int len;
}array;
void init(array *arr, int size);
void append(array *arr, int d);
int linearSearch(array *a, int key);
void print_array(array *arr);
```

```
3.logic.c
#include <stdio.h>
#include <stdlib.h>
#include "header.h"
void init(array *arr, int size){
  arr -> A = (int *)malloc(sizeof(int) * size);
  arr -> size = size;
  arr \rightarrow len = 0;
}
void append(array *arr, int d){
  if(arr -> len < arr -> size){
    arr -> A[arr -> len++] = d;
  }
}
int linearSearch(array *a, int key) {
  int i;
  for (i = 0; i < a -> len; i++) {
    if (key == a \rightarrow A[i]) {
       return i;
    }
  }
  return -1;
}
void print_array(array *arr) {
  for (int i = 0; i < arr->len; i++) {
    printf("%d ", arr->A[i]);
  }
  printf("\n");
}
```

Output:

```
PS D:\COEP\DSA\Serious\Assignments\Assignment7\1.LinearSearch> gcc -Wall main.c logic.c
PS D:\COEP\DSA\Serious\Assignments\Assignment7\1.LinearSearch> ./a
Original array:
5 8 9 2 3
Enter key to search (Linear Search): 2
Key found at index 3
PS D:\COEP\DSA\Serious\Assignments\Assignment7\1.LinearSearch>
```