Inserting and Appending in a Array

```c
#include<stdio.h>
struct Array
{
    int A[10];
    int size;
    int length;
};

    void Display(struct Array arr)
    {
        int i;
        printf("\nElements are\n");
        for(i=0;i<arr.length;i++)
            printf("%d ",arr.A[i]);
    }
    void Append(struct Array *arr,int x)
    {
        if(arr->length<arr->size)
            arr->A[arr->length++]=x;
    }
    void Insert(struct Array *arr,int index,int x)
   {
    int i;

    if(index>=0 && index <=arr->length)
    {
        for(i=arr->length;i>index;i--)
            arr->A[i]=arr->A[i-1];
        arr->A[index]=x;
        arr->length++;
    }
   }

int main()
{

struct Array arr1={{2,3,4,5,6},10,5};
Append(&arr1,10);
Insert(&arr1,0,12);
Display(arr1);
    return 0;
}
```