

```

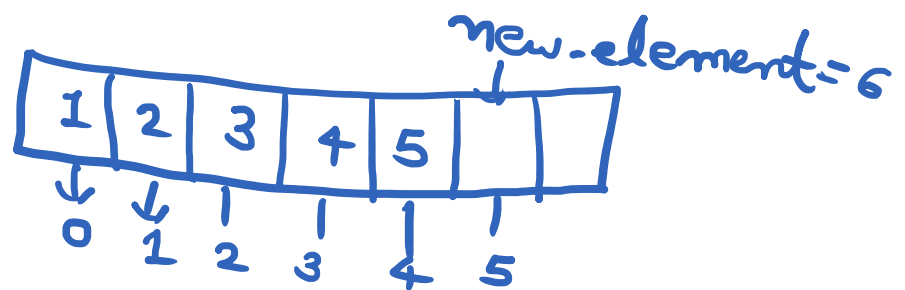
int AT[] = {1, 2, 3, 4, 5}, i;
for (i = 0; i <= 4; i++)
{
    printf("%d \n", AT[i]);
}
for (i = 0; i < 5; i++)

```

```

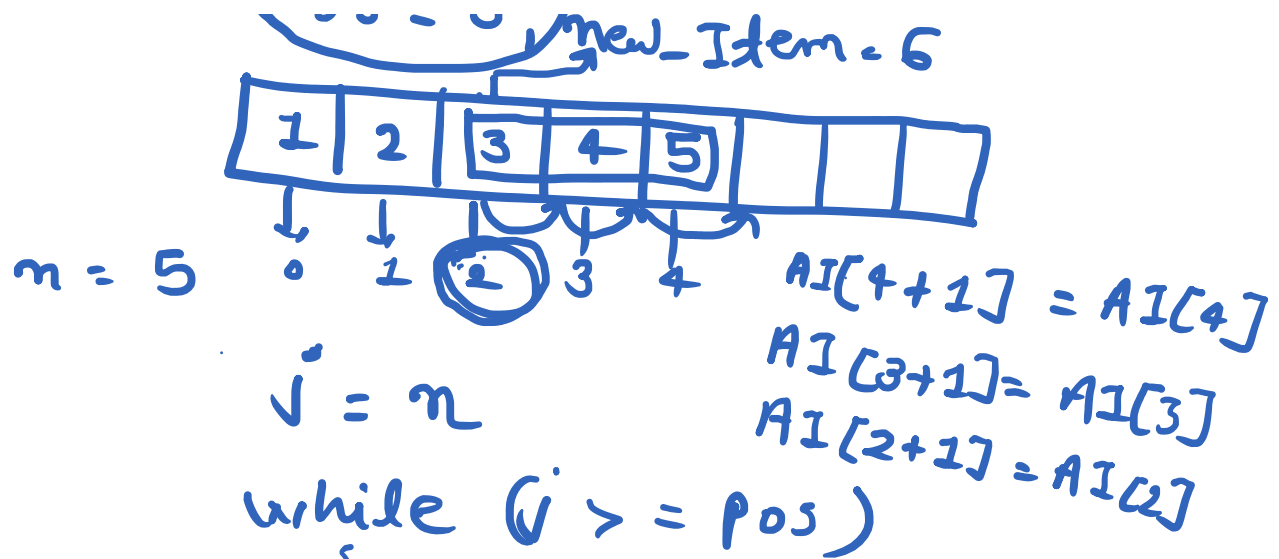
int AI[5] = {1, 2, 3, 4, 5};
int new-item = 6, location = 5;
int i;

```



$AI[\text{location}] = \text{new\_element}$   
 $n = n + 1$

Pos = 3, new\_Item = 6

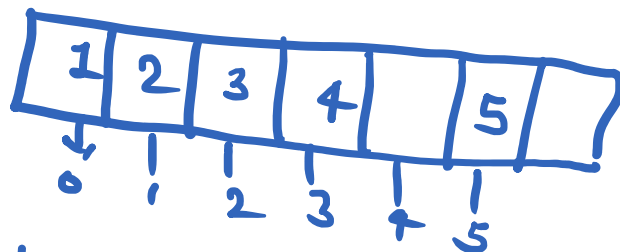


{  $AI[j+1] = AI[j];$   
 $j = j - 1;$   
}

1st

while ( $5 \geq 3$ )

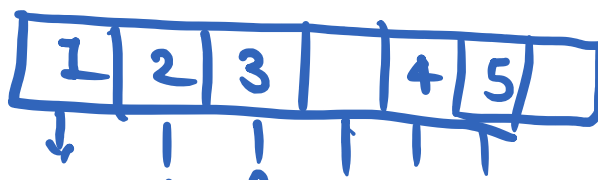
{  $AI[5+1] = AI[5]$   
 $5 = 5 - 1$   
}



2nd

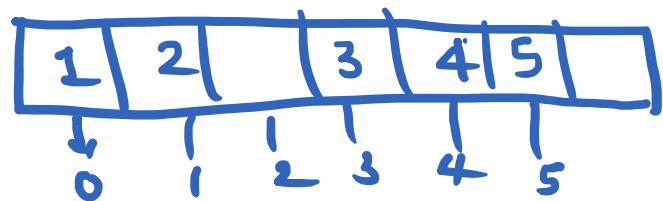
while ( $4 \geq 3$ )

{  $AI[4+1] = AI[4]$   
 $4 = 4 - 1$   
}

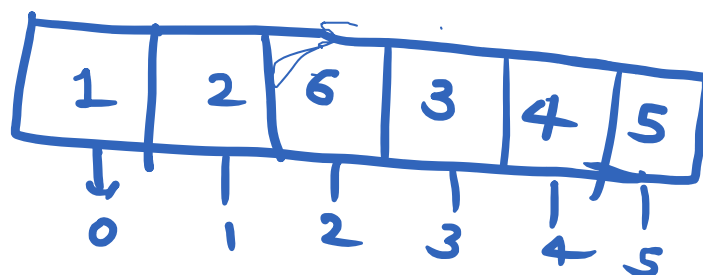


↓   |   |   |   |   |  
 0   1   2   3   4   5

3<sup>rd</sup> = while (3 >= 3)  
 {  
   AI[3+1] = AI[3]  
   3 = 3 - 1  
 }



AI[pos] = new-item;  
 AI[2] = 6;



$$n = n + 1 ;$$

$$5 = 5 + 1$$

$$n = 6 ;$$