

~~Insertion~~
Insertion at given index of an ~~array~~ array :-

In this type of insertion, we are given the exact location (index) of array where a new data

element- needs to be inserted.

First, we shall check if the array is full, if it is not, then we shall move all data elements from that location one step downward. This will make room for new data element.

Algorithm - Let A is an array with N elements. The maximum numbers of element it can store is defined by MAX .

Begin

If $N = MAX$, return

ELSE

$N = N + 1$

SEEK Location index

FOR All Elements from $A[index]$ to $A[N]$

Move to next adjacent location

$A[index] = \text{new_element}$

End

Implementing in C Programming →

```
#include <stdio.h>
```

```
#define MAX 5
```

```
void main() {
```

```
    int array[MAX] = { 11, 12, 14, 15 };
```

```
    int N = 4; // number of elements in array
```

```
    int i = 0; // loop variable
```

```
    int index = 2; // index location to insert new value
```

```
    int value = 13; // new data element to be inserted
```

```
    printf("Printing array before insertion: \n");
```

```
    for (i = 0; i < N; i++) {
```

```
        printf("array [%d] = %d \n", i, array[i]);
```

```
    }
```

```
    for (i = N; i >= index; i--) {
```

```
        array[i+1] = array[i];
```

```
    }
```

```
    array[index] = value;
```

```
    N++;
```

```
    printf("Printing array after insertion: \n");
```

```
    for (i = 0; i < N; i++) {
```

```
        printf("array [%d] = %d \n", i, array[i]);
```

```
    }
```

```
    getch();
```

```
}
```

The program should yield the following result —

Printing array before insertion:

$$\text{array}[0] = 11$$

$$\text{array}[1] = 12$$

$$\text{array}[2] = 14$$

$$\text{array}[3] = 15$$

Printing array after insertion:

$$\text{array}[0] = 11$$

$$\text{array}[1] = 12$$

$$\text{array}[2] = 13$$

$$\text{array}[3] = 14$$

$$\text{array}[4] = 15$$