# 1.2 Array Operations - Traversal, Insertion | Explanation with C Program | DSA Course

**Meghana's Notes**

In this video I am going to talk about various operations performed on arrays in data structure on 1d arrays specifically. I have already discussed the fundamentals of arrays what is need of Faerie array declaration in acid inaction of array memory representation of air in the previous video so if you check out that video then I 'll provide you the link in the description box you can check out there. We are going to write down the code for this. something like this I have already discussed in the previous video this concept and detail fine. I 'm going to ask from the user what elements the user wants in the area how to populate the area at runtime. We will just write header files and all I think you can write that thing. Ask from the user that how many data the user want to insert in this area what is the actual size of the array this is the maximum size fine. If user will give something some input that is some integer value, then obviously that value should be stored in memory and how values to be stored using variable, so you have to declare one another variable.

We will discuss how data is to be inserted in the air at specific position. If you get how data can be inserted at a specific position, then you can easily modify the code for inserting the data at the beginning and at the end of theory fine so now we will see how to. We are using one more variable that is i so you have to declare this variable. There is no upper bound checking concept of areas in areas in C like this if you take hair in a is equal to 50 fines. Memory man is it has has allocated to how many bytes two hundred bytes for storing 50 elements. If you enter the size 51 or you can say 60 then user can insert 60 values also but that is not actually correct. We all we want all the previous element as well as we want some extra element that