اضافة عنصر باستخدام مصفوفة اخرى

```
using System
class Program
{
   static void Main(string[] args)
   {
      // Original array
      int[] array = { 1, 3, 5, 7, 9 };

      // Element to insert
      int newItem = 6;

      // Position to insert the new element
      int position = 3;

      // New array with one more element
      int[] newArray = new int[array.Length + 1];

      // Copy elements before the insertion point
      for (int i = 0; i < position; i++)
      {
         newArray[i] = array[i];
      }

      // Insert the new element
      newArray[position] = newItem;

      // Copy the rest of the elements after the insertion point
      for (int i = position; i < array.Length; i++)
```

```
        {
            newArray[i + 1] = array[i];
        }

        // Print the new array
        Console.WriteLine("Array after insertion:");
        foreach (int item in newArray)
        {
            Console.Write(item + " ");
        }

        Console.ReadKey();
    }
}
```

//

Insert item using one array

```
    class Program
    {
        static void Main(string[] args)
        {
            int[] arr = new int[6] { 2, 3, 4, 5, 6, 0 };
            int item = 100; int k = 0;
            Console.WriteLine("The array elements before insertion :");
            foreach (int r in arr)
                Console.WriteLine(r);
            for (int i = arr.Length - 1; i > 0; i--)
            {
                arr[i] = arr[i - 1]; // Shift elements to the right
            }
```

```
        arr[k] = item; // Insert at the beginning
        Console.WriteLine("The array elements after insertion :");
        for (int ii = 0; ii < arr.Length; ii++)
        {
            Console.WriteLine("arr[{0}] = {1}", ii, arr[ii]);
        }
        Console.ReadKey();
    }
  }}
```

//

Search Item from array

```
using System;

class Program
{
   static void Main(string[] args)
   {
      int[] array = { 1, 3, 5, 7, 8 }; // Array to search in
      int item = 100; // Element to search for
      bool found = false; // To track if the item is found
      for (int i = 0; i < array.Length; i++)
      {
         Console.WriteLine("array=[{0}]={1}", i, array[i]);
      }
         // Loop through the array
         for (int i = 0; i < array.Length; i++)
      {
         // If the element is found, print its position
         if (array[i] == item)
```

```
            {
                Console.WriteLine("Element {0} found at position {1}", item, i );
                found = true;
                break; // Exit the loop once the item is found
            }
        }

        // If the element was not found
        if (!found)
        {
            Console.WriteLine("Element {0} not found in the array", item);
        }
    }
}
```

Delete item from array

```
using System;

namespace ConsoleApplication1
{
   class delete
   {
      static void Main(string[] args)
      {
         int[] la = { 1, 3, 5, 7, 8 };
         int k = 5, n = 5;
         int i, j;
         Console.WriteLine("the original array element are :\n");
         for (i = 0; i < n; i++)
         {
```

```
            Console.WriteLine("la[{0}]={1}", i, la[i]);
        }
        j = k;
        while (j < n)
        {
            la[j - 1] = la[j];
            j = j + 1;
        }
        n = n - 1;
        Console.WriteLine("the array element after delete");
        for (i = 0; i < n; i++)
        {
            Console.WriteLine("la[{0}]={1}", i, la[i]);
        }

        Console.ReadKey();
    }
  }
}
```