# **PRACTICAL 06**

01)

#include <stdio.h>

int main()

{

int arr[10],i,min, max, sum = 0;

float avg;

printf("Enter 10 integers:\n");

for (i = 0; i < 10; i++) {

scanf("%d", &arr[i]);

}

min = arr[0];

max = arr[0];

for (i = 1; i < 10; i++) {

if (arr[i] < min) {

min = arr[i];

}

if (arr[i] > max) {

max = arr[i];

}

}

for (i = 0; i < 10; i++) {

sum += arr[i];

}

avg = (float)sum / 10;

printf("Minimum value: %d\n", min);

printf("Maximum value: %d\n", max);

printf("Average value: %.2f\n", avg);

printf("Values in reverse order:\n");

for (i = 9; i >= 0; i--) {

printf("%d ", arr[i]);

}

return 0;

}

02)

#include <stdio.h>

int main()

{

int size;

printf("Enter the size of the arrays: ");

scanf("%d", &size);

int array1[size], array2[size], vectorSum[size];

int scalarSum = 0;

printf("Enter %d integers for array1:\n", size);

for (int i = 0; i < size; i++)

{

scanf("%d", &array1[i]);

}

printf("Enter %d integers for array2:\n", size);

for (int i = 0; i < size; i++)

{

scanf("%d", &array2[i]);

}

for (int i = 0; i < size; i++)

{

scalarSum += array1[i] + array2[i];

}

for (int i = 0; i < size; i++)

{

vectorSum[i] = array1[i] + array2[i];

}

printf("Scalar Sum: %d\n", scalarSum);

printf("Vector Sum: ");

for (int i = 0; i < size; i++)

{

printf("%d ", vectorSum[i]);

}

printf("\n");

return 0;

}