

Lab 33

```
1  #include <stdio.h>
2
3  void inputArr(float arr[10]);
4  void plusArray(float first[10], float second[10]);
5  void printResult(float sumArr[10]);
6  float first1D[10], second1D[10], third1D[10];
7  int i, size = 10, count = 0;
8
9  main()
10 {
11     int run;
12     char finish = 'y';
13
14     while (finish == 'y')
15     {
16         run = 0;
17         for (i = 0; i < size; i++)
18             {
19                 first1D[i] = 0;
20                 second1D[i] = 0;
21                 third1D[i] = 0;
22             }
23         printf("Enter number in first array (10 number)\n");
24         inputArr(first1D);
25         printf("Enter number in second array (10 number)\n");
26         inputArr(second1D);
27         plusArray(first1D, second1D);
28         printResult(third1D);
29         while (run == 0)
30         {
31             printf("\n\nContinue Program ? (y/N) : ");
32             scanf(" %c", &finish);
33             if (finish == 'y' || finish == 'N')
34                 {
35                     run = 1;
36                     count = 0;
37                 }
38             else
39                 {
40                     printf("Enter only \" y \" or \"N\\\"");
41                 }
42         }
```

```
43     if (finish == 'N')
44     {
45         printf("\nEnd Program\n");
46     }
47 }
48 }
49 void inputArr(float arr[10])
50 {
51     for (i = 0; i < size; i++)
52     {
53         if (count == 0)
54         {
55             printf("FirstArr[%d] : ", i);
56         }
57         else
58         {
59             printf("SecondArr[%d] : ", i);
60         }
61         scanf("%f", &arr[i]);
62     }
63     count++;
64 };
65 void plusArray(float firstArr[10], float secondArr[10])
66 {
67     for (i = 0; i < size; i++)
68     {
69         third1D[i] = firstArr[i] + secondArr[i];
70     }
71 }
72 void printResult(float sumArr[10])
73 {
74     printf("\nSum Array Result is : ");
75     for (i = 0; i < size; i++)
76     {
77         printf("\nThird[%d] : %.2f ", i, sumArr[i]);
78     }
79 }
```