

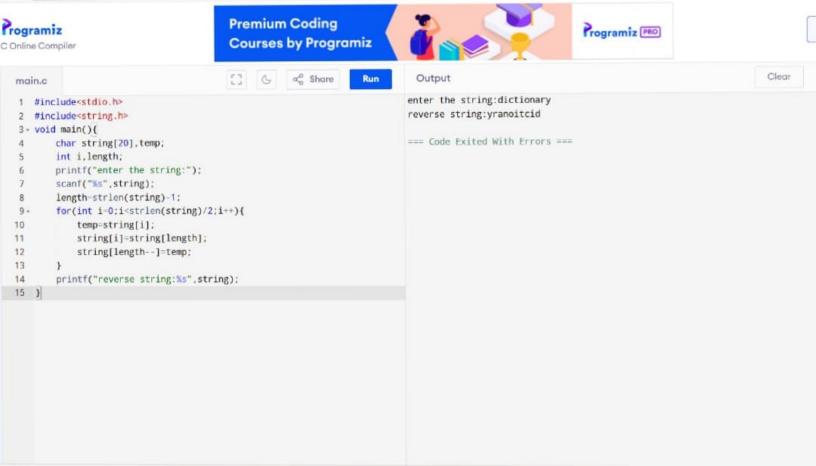
Clear

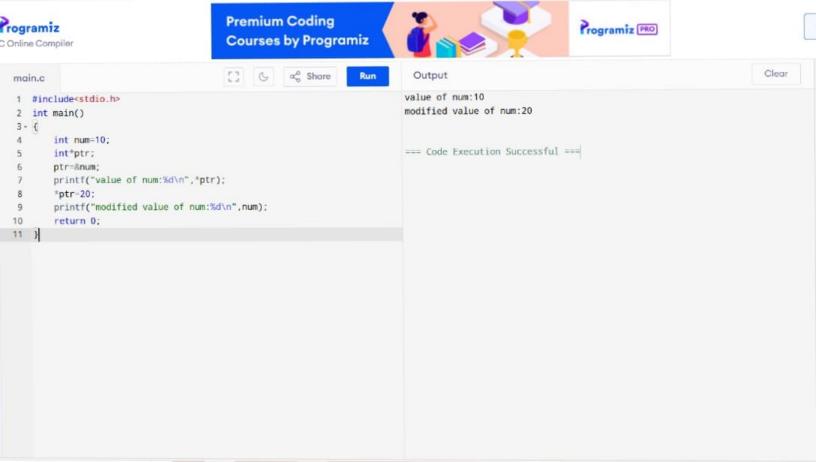
P

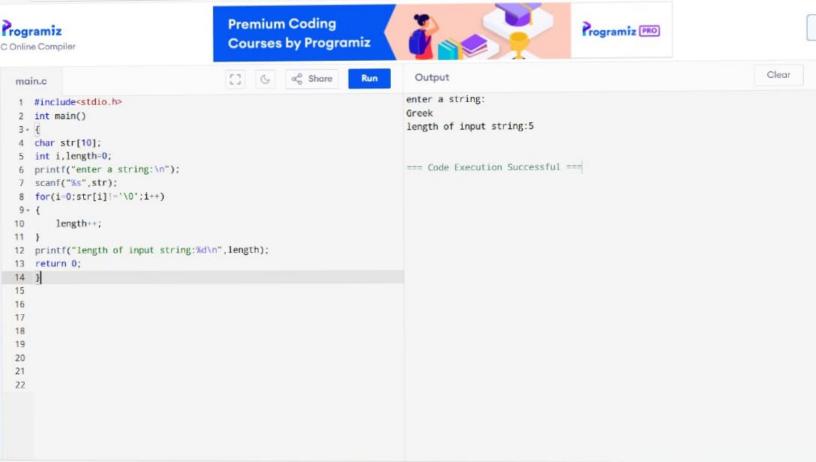
```
main.c
                                              C
                                                     a Share
                                                                  Run
                                                                            Output
   #include<stdio.h>
                                                                           enter the value of num1:10
   void swap(int *x.int *y)
3 + {
        int temp;
        temp=*x;
        *x=*y:
        *y=temp:
    int main()
10 - 4
     int num1, num2;
     printf("enter the value of num1:");
     scanf("%d",&num1);
13
      printf("enter the value of num2:"):
14
15
      scanf("%d", &num2);
16
      printf("before swapping: num1 is:%d,num2 is:%d\n",num1,num2);
17
      swap(&num1,&num2);
18
      printf("after swapping: num1 is:%d,num2 is:%d\n",num1,num2);
19
      return 0:
20
21
```

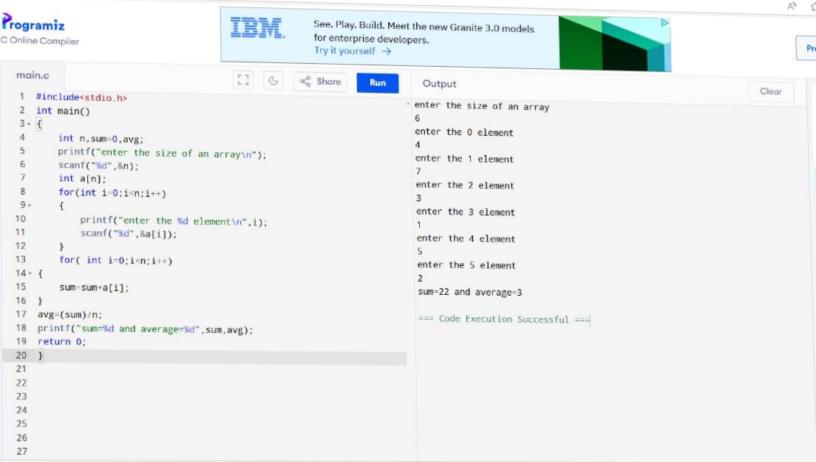
```
enter the value of num1:10
enter the value of num2:40
before swapping: num1 is:10,num2 is:40
after swapping: num1 is:40,num2 is:10

=== Code Execution Successful ===
```









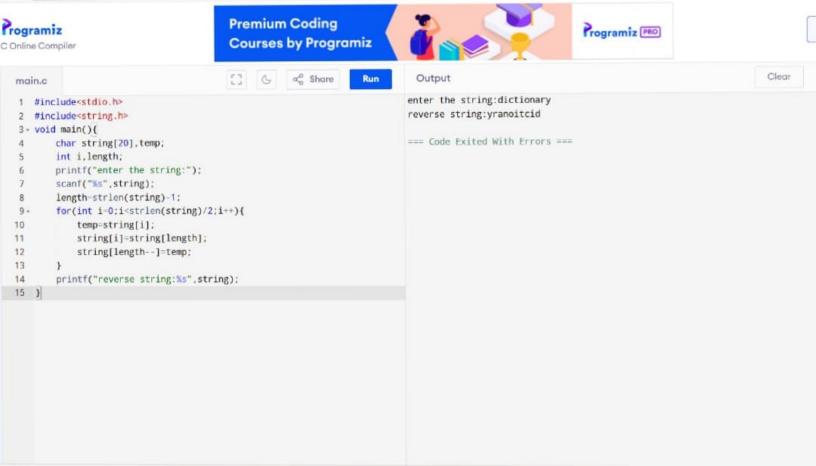
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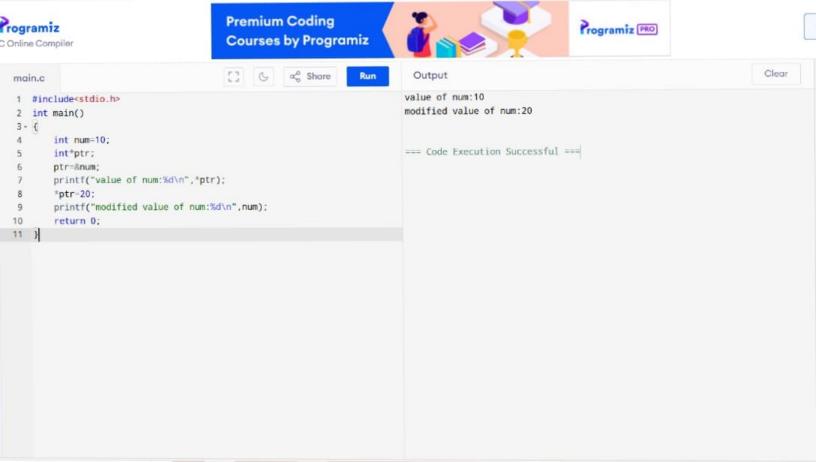
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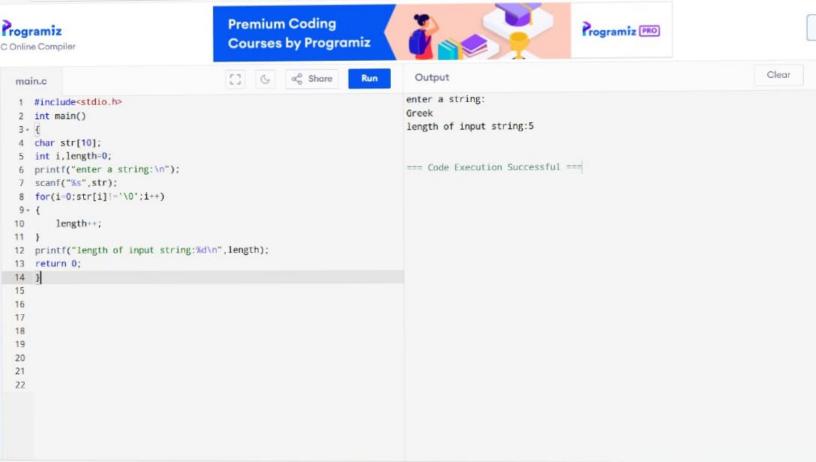
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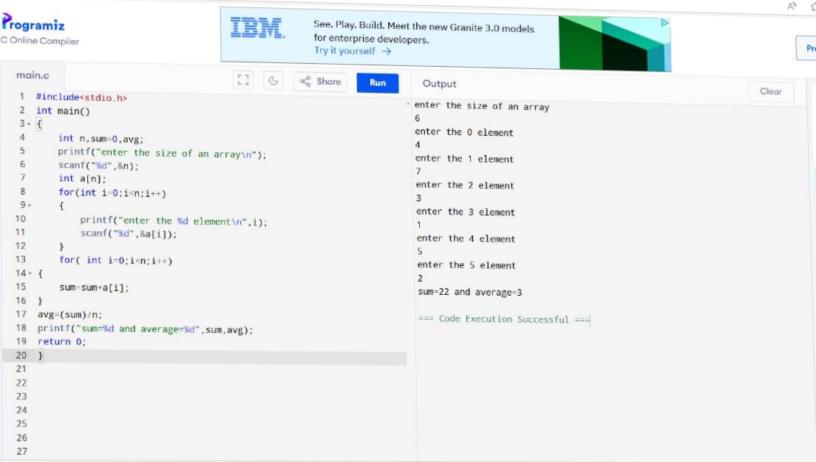
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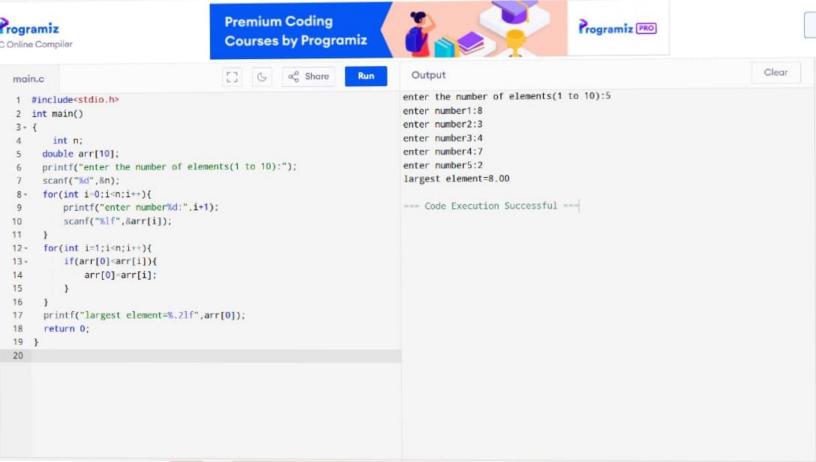
=== Code Execution Successful ===
```











rogramiz TEM Clear C Online Compiler Output See Play Build Heat the a Share Run 3 6 new Granite 3.0 models enter the size of an array: for enterprise main.c developers. 1 #include<stdio.h> enter the array element:8 4 8 6 3 int main() enter the array element to know: 3 - { int size,i,num,occurance=0; printf("enter the size of an array:\n"); 8 occured 2 times: scanf("%d", &size); int arr[size]; printf("enter the array element:", size); === Code Execution Successful === for(int i=0;i<size;i++) 10scanf("%d",&arr[i]); 11 12 printf("enter the array element to know:\n"); 13 scanf("%d",&num); 14 for(i=0:i<size;i++) 15 16if(arr[i]==num) 17 18 occurance++: 19 20 21 printf("%d occured %d times:\n",num,occurance); 23 24

