```
1 #include <stdio.h>
 2 int main(void)
 3 {
 4
        //variable declaraions
 5
        int iArray[] = { 9, 30, 6, 12, 98, 95, 20, 23, 2, 45 };
 6
        int int_size;
        int iArray_size;
 7
 8
        int iArray_num_elements;
 9
10
        float fArray[] = { 1.2f, 2.3f, 3.4f, 4.5f, 5.6f, 6.7f, 7.8f, 8.9f };
11
        int float_size;
12
        int fArray size;
13
        int fArray_num_elements;
14
15
        char cArray[] = { 'A', 'S', 'T', 'R', '0', 'M', 'E', 'D', 'I', 'C', '0', 'M', →
          'P' };
16
        int char_size;
17
        int cArray size;
18
        int cArray_num_elements;
19
20
        int i;
21
22
        //code
23
        // ***** iArray[] *****
24
25
        printf("\n\n");
        printf("In-line Initialization And Loop (for) Display Of Elements of Array
26
          'iArray[]': \n\n");
27
28
        int_size = sizeof(int);
29
        iArray_size = sizeof(iArray);
30
        iArray_num_elements = iArray_size / int_size;
31
32
        for (i = 0; i < iArray_num_elements; i++)</pre>
33
            printf("iArray[%d] (Element %d) = %d\n", i, (i + 1), iArray[i]);
34
35
        }
36
        printf("\n\n");
37
38
        printf("Size Of Data type 'int'
                                                                   = %d bytes\n",
          int size);
39
        printf("Number Of Elements In 'int' Array 'iArray[]'
                                                                   = %d Elements\n",
          iArray_num_elements);
        printf("Size Of Array 'iArray[]' (%d Elements * %d Bytes) = %d Bytes\n\n",
40
          iArray_num_elements, int_size, iArray_size);
41
        // ***** fArray[] *****
42
43
        printf("\n\n");
44
        printf("In-line Initialization And Loop (while) Display Of Elements of Array
          'fArray[]': \n\n");
45
        float_size = sizeof(float);
46
```

```
...onWithLoopsDisplay\InlineInitializationWithLoopsDisplay.c
```

```
2
```

```
47
        fArray_size = sizeof(fArray);
48
        fArray_num_elements = fArray_size / float_size;
49
50
        i = 0;
51
       while(i < fArray_num_elements)</pre>
52
53
            printf("fArray[%d] (Element %d) = %f\n", i, (i + 1), fArray[i]);
54
55
        }
56
        printf("\n\n");
57
        printf("Size Of Data type 'float'
58
                                                                     = %d bytes\n",
          float size);
        printf("Number Of Elements In 'float' Array 'fArray[]' = %d Elements\n", >
59
          fArray_num_elements);
        printf("Size Of Array 'fArray[]' (%d Elements * %d Bytes) = %d Bytes\n\n", >
60
           fArray_num_elements, float_size, fArray_size);
61
        // ***** cArray[] *****
62
63
        printf("\n\n");
64
        printf("In-line Initialization And Loop (do while) Display Of Elements of
         Array 'cArray[]': \n\n");
65
        char size = sizeof(char);
66
67
        cArray size = sizeof(cArray);
68
        cArray_num_elements = cArray_size / char_size;
69
70
        i = 0;
71
        do
72
73
            printf("cArray[%d] (Element %d) = %c\n", i, (i + 1), cArray[i]);
74
            i++;
        }while (i < cArray_num_elements);</pre>
75
76
77
        printf("\n\n");
78
        printf("Size Of Data type 'char'
                                                                    = %d bytes\n",
          char_size);
79
        printf("Number Of Elements In 'char' Array 'cArray[]'
                                                                   = %d Elements\n",
          cArray_num_elements);
80
        printf("Size Of Array 'cArray[]' (%d Elements * %d Bytes) = %d Bytes\n\n",
          cArray_num_elements, char_size, cArray_size);
81
82
        return(0);
83 }
84
85
```