

```
1  #include <stdio.h>
2
3  // MACRO CONSTANT USED AS ARRAY SIZE IN SUBSCRIPT AND AS ARRAY LENGTH.
4  // HENCE, THIS PROGRAM'S ARRAYS' SIZES CAN BE SIMPLY CHANGED BY CHANGING THESE
   FOLLOWING 3 GLOBAL MACRO CONSTANT VALUES, BEFORE COMPILING, LINKING AND
   EXECUTING THE PROGRAM !!!
5
6  #define INT_ARRAY_NUM_ELEMENTS 5
7  #define FLOAT_ARRAY_NUM_ELEMENTS 3
8  #define CHAR_ARRAY_NUM_ELEMENTS 15
9
10 int main(void)
11 {
12     //variable declarations
13     int iArray[INT_ARRAY_NUM_ELEMENTS];
14     float fArray[FLOAT_ARRAY_NUM_ELEMENTS];
15     char cArray[CHAR_ARRAY_NUM_ELEMENTS];
16     int i, num;
17
18     //code
19
20     // ***** ARRAY ELEMENTS INPUT *****
21     printf("\n\n");
22     printf("Enter Elements For 'Integer' Array : \n");
23     for (i = 0; i < INT_ARRAY_NUM_ELEMENTS; i++)
24         scanf("%d", &iArray[i]);
25
26     printf("\n\n");
27     printf("Enter Elements For 'Floating-Point' Array : \n");
28     for (i = 0; i < FLOAT_ARRAY_NUM_ELEMENTS; i++)
29         scanf("%f", &fArray[i]);
30
31     printf("\n\n");
32     printf("Enter Elements For 'Character' Array : \n");
33     for (i = 0; i < CHAR_ARRAY_NUM_ELEMENTS; i++)
34     {
35         cArray[i] = getch();
36         printf("%c\n", cArray[i]);
37     }
38
39     // ***** ARRAY ELEMENTS OUTPUT *****
40     printf("\n\n");
41     printf("Integer Array Entered By You : \n\n");
42     for (i = 0; i < INT_ARRAY_NUM_ELEMENTS; i++)
43         printf("%d\n", iArray[i]);
44
45     printf("\n\n");
46     printf("Floating-Point Array Entered By You : \n\n");
47     for (i = 0; i < FLOAT_ARRAY_NUM_ELEMENTS; i++)
48         printf("%f\n", fArray[i]);
49
50     printf("\n\n");
```

```
51     printf("Character Array Entered By You : \n\n");
52     for (i = 0; i < CHAR_ARRAY_NUM_ELEMENTS; i++)
53         printf("%c\n", cArray[i]);
54
55     return(0);
56 }
57
58
```