#include <stdio.h>

#include <stdlib.h>

#include <conio.h>

#include <math.h>

int main()

{

int i, n, K[20],M[20], L[20];

int i1, i2;

printf("lungimea vectorului\n");

scanf("%d", &n);

printf("Incarcam valori\n");

for(i=0;i<n;i++)

{

printf("introducem K[%d]=", i+1);

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

}

printf("\nAfisam vectoru\n");

printf("K=");

for(i=0;i<n;i++)

printf("%3d\t", K[i]);

i1=0;

for(i=0;i<n;i++)

{

if(i%2==0)

{

L[i1]=K[i];

i1++;

}

}

printf("\nElementele de pe pozitii impare a lui K: ");

for(i=0;i<i1;i++)

{

printf("%3d\t", L[i]);

}

i2=0;

for(i=0;i<n;i++)

{

if(i%2!=0)

{

M[i2]=K[i];

i2++;

}

}

printf("\nElementele de pe pozitii pare a lui K: ");

for(i=0;i<i2;i++)

{

printf("%3d", M[i]);

}

return 0;

}

***\*/final***

***Crearea tab***

#include <stdio.h>

#include <stdlib.h>

#include <conio.h>

#include <math.h>

int i, n, k[20];

printf("lungimea vectorului\n");

scanf("%d", &n);

printf("dam valori\n");

for(i=0;i<n;i++)

{

printf("intro k[%d]=", i);

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

}

printf("vectoru\n");

printf("k=");

for(i=0;i<n;i++)

{printf("%3d", k[i]);}

***Elemente pare impare***

printf("\nElementele impare: ");

for(i=0;i<n;i++)

{

if(i%2==0)

{

printf("%3d", k[i]);

}

}

printf("\nElementele pare: ");

for(i=0;i<n;i++)

{

if(i%2!=0)

{

printf("%3d", k[i]);

}

}

#include <stdio.h>

#include <stdlib.h>

#include <conio.h>

#include <math.h>

int main()

{

int i, n, k[20],m[20], l[20];

printf("lungimea vectorului\n");

scanf("%d", &n);

printf("Dam valori\n");

for(i=0;i<n;i++)

{

printf("intro k[%d]=", i);

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

}

printf("vectoru\n");

printf("k=");

for(i=0;i<n;i++)

printf("%3d", k[i]);

printf("\nElementele impare: ");

for(i=0;i<n;i++)

{

if(i%2==0)

{

printf("%3d", k[i]);

}

}

printf("\nElementele pare: ");

for(i=0;i<n;i++)

{

if(i%2!=0)

{

printf("%3d", k[i]);

}

}

return 0;

}

#include <stdio.h>

#include <stdlib.h>

#include <conio.h>

#include <math.h>

int main()

{

int i, n, k[20],m[20], l[20];

printf("lungimea vectorului\n");

scanf("%d", &n);

printf("Incarcam valori\n");

for(i=0;i<n;i++)

{

printf("introducem k[%d]=", i);

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

}

printf("\nAfisam vectoru\n");

printf("k=");

for(i=0;i<n;i++)

printf("%3d", k[i]);

printf("\nElementele impare a lui k: ");

for(i=0;i<n;i++)

{

if(i%2==0)

{

printf("%3d", k[i]);

}

}

printf("\nPozitiile elementelor impare: ");

for(i=0;i<n;i++)

{k[i]=m[i];

if(i%2==0)

{

printf("%3d", i);

printf("%3d", m[i]);

}

}

printf("\n\nElementele pare a lui k: ");

for(i=0;i<n;i++)

{

if(i%2!=0)

{

printf("%3d", k[i]);

}

}

printf("\nPozitiile elementelor pare:");

for(i=0;i<n;i++)

{

if(i%2!=0)

{

printf("%3d", i);

}

}

return 0;

}

int main()

{

int i, n, k[20],m[20], l[20];

printf("lungimea vectorului\n");

scanf("%d", &n);

printf("Dam valori\n");

for(i=0;i<n;i++)

{

printf("intro k[%d]=", i);

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

}

printf("vectoru\n");

printf("k=");

for(i=0;i<n;i++)

printf("%3d", k[i]);

printf("\nIndeplinim conditia: ");

for(i=0;i<n;i++)

{

if(i%2==0)

{

k[i]=m[i];

}

else {

k[i]=l[i];

}

}

printf("\nElementele pare: ");

for(i=0;i<n;i++)

{

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

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

}

return 0;

}