**PRACTICAL 06:**

01)

#include <stdio.h>

#include <stdlib.h>

int main()

{

int i,arr[10],sum=0,max=0,min;

float avg;

printf("Enter the integer :");

scanf("%d",&arr[0]);

max=arr[0];

min=arr[0];

for (i=1;i<10;i++){

printf("Enter the integer :");

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

sum+=arr[i];

if (arr[i]>max){

max=arr[i];

}

if (arr[i]<min){

min=arr[i];

}

}

avg=(float)sum/10;

printf("Average %.2f\n",avg);

printf("Maximum %d\n",max);

printf("Minimum %d\n",min);

printf("Values in reverse order:\n");

for (i = 9; i >= 0; i--) {

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

}

}

02)

#include <stdio.h>

int main()

{

int size;

printf("Enter the size of the arrays: ");

scanf("%d", &size);

int array1[size], array2[size], vectorSum[size];

int scalarSum = 0;

printf("Enter %d integers for array1:\n", size);

for (int i = 0; i < size; i++) {

scanf("%d", &array1[i]);

}

printf("Enter %d integers for array2:\n", size);

for (int i = 0; i < size; i++) {

scanf("%d", &array2[i]);

}

for (int i = 0; i < size; i++) {

scalarSum += array1[i] + array2[i];

}

for (int i = 0; i < size; i++) {

vectorSum[i] = array1[i] + array2[i];

}

printf("Scalar Sum: %d\n", scalarSum);

printf("Vector Sum: ");

for (int i = 0; i < size; i++) {

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

}

printf("\n");

return 0;

}