1.

#include <stdio.h>

int main() {

int array\_size = 10;

int array[array\_size];

printf("Enter 10 integer values for the array:\n");

for (int i = 0; i < array\_size; i++)

{

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

}

int minimum = array[0];

int maximum = array[0];

int sum = array[0];

for (int i = 1; i < array\_size; i++)

{

if (array[i] < minimum)

{

minimum = array[i];

}

if (array[i] > maximum)

{

maximum = array[i];

}

sum += array[i];

}

float average = (float)sum / array\_size;

int reversed\_array[array\_size];

for (int i = 0; i < array\_size; i++) {

reversed\_array[i] = array[array\_size - 1 - i];

}

printf("Original Array:");

for (int i = 0; i < array\_size; i++) {

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

}

printf("\nMinimum Value: %d\n", minimum);

printf("Maximum Value: %d\n", maximum);

printf("Average Value: %.2f\n", average);

printf("Reverse Order:");

for (int i = 0; i < array\_size; i++) {

printf(" %d", reversed\_array[i]);

}

printf("\n");

return 0;

}

2.

#include <stdio.h>

int main() {

int array\_size = 10;

int array[array\_size];

printf("Enter 10 integer values for the array:\n");

for (int i = 0; i < array\_size; i++) {

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

}

int minimum = array[0];

int maximum = array[0];

int sum = array[0];

for (int i = 1; i < array\_size; i++) {

if (array[i] < minimum) {

minimum = array[i];

}

if (array[i] > maximum) {

maximum = array[i];

}

sum += array[i];

}

float average = (float)sum / array\_size;

int reversed\_array[array\_size];

for (int i = 0; i < array\_size; i++) {

reversed\_array[i] = array[array\_size - 1 - i];

}

printf("Original Array:");

for (int i = 0; i < array\_size; i++) {

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

}

printf("\nMinimum Value: %d\n", minimum);

printf("Maximum Value: %d\n", maximum);

printf("Average Value: %.2f\n", average);

printf("Reverse Order:");

for (int i = 0; i < array\_size; i++) {

printf(" %d", reversed\_array[i]);

}

printf("\n");

return 0;

}