1.

#include <stdio.h>

void main()

{

int array[10];

int i, min, max, sum = 0, temp;

printf("Enter the values of the array: ");

for (i = 0; i < 10; i++)

{

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

}

min = array[0];

max = array[0];

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

{

if (array[i] < min)

{

min = array[i];

}

if (array[i] > max)

{

max = array[i];

}

}

for (i = 0; i < 10; i++)

{

sum += array[i];

}

float average = sum / 10.0;

for (i = 0; i < 5; i++)

{

temp = array[i];

array[i] = array[9 - i];

array[9 - i] = temp;

}

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

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

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

printf("Reversed array: ");

for (i = 0; i < 10; i++)

{

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

}

printf("\n");

}

2.

#include <stdio.h>

void main() {

int size, i;

int array1[100], array2[100], array3[100];

int scalarSum = 0, vectorSum = 0;

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

scanf("%d", &size);

printf("Enter the values of array1: ");

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

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

}

printf("Enter the values of array2: ");

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

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

}

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

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

}

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

array3[i] = array1[i] + array2[i];

vectorSum += array3[i];

}

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

printf("Vector sum: %d\n", vectorSum);

}