```
float mediaMaxDiag(int _mat[][DIM], int _dim){
    int i; int j; int max1 = _mat[0][0]; int max2 = _mat[0][DIM-1]
    for(i=0; i<_dim; i++){
        for(j=0; j<_dim; j++){
            if(i==j){
                if(max1<_mat[i][j]){
                    max1 = _mat[i][j];
                }
            }
            if(i==(DIM-1)-j){
                if(max2<_mat[i][j]){
                    max2 = _mat[i][j];
                }
            }
```

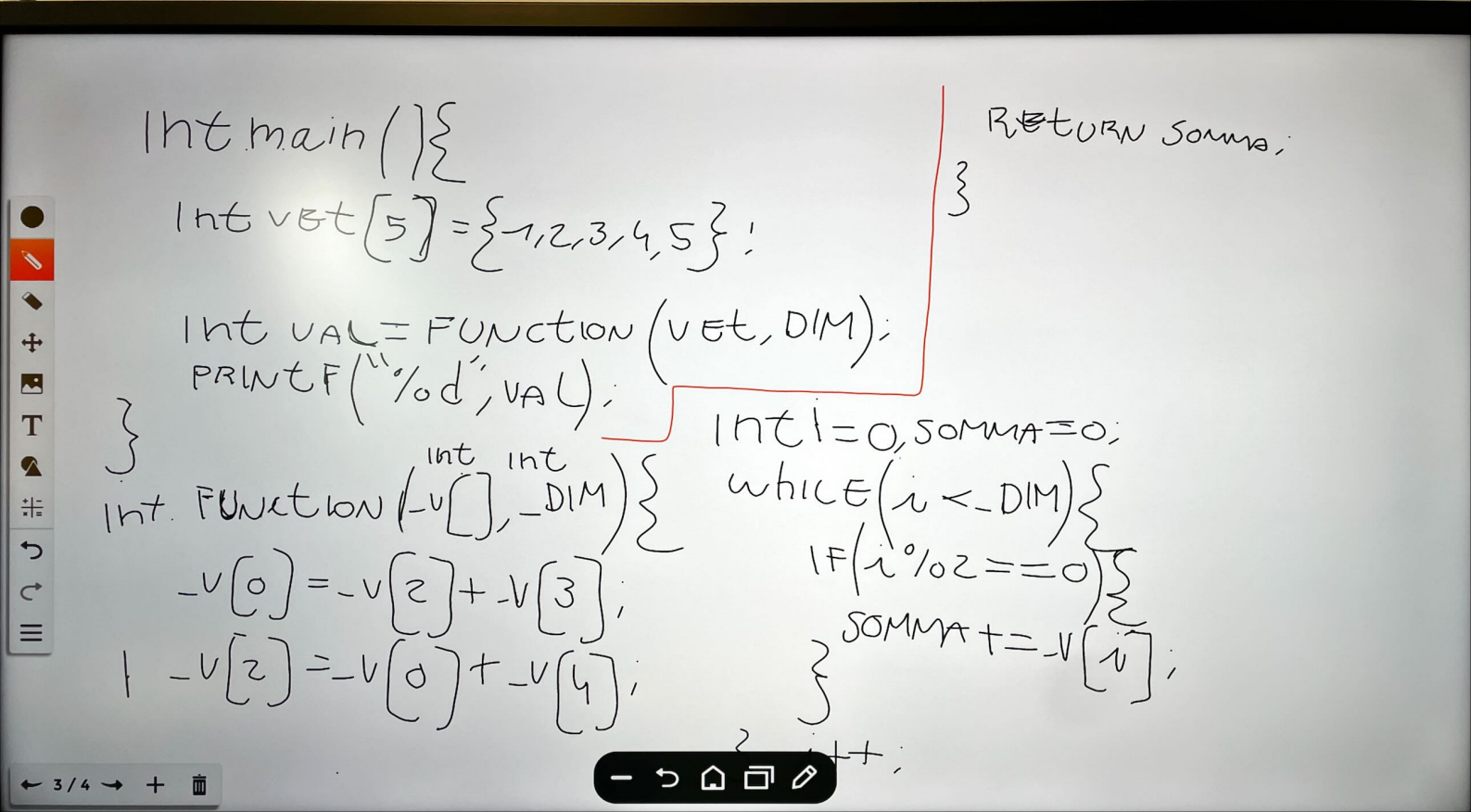
```
return (float)(max1+max2)/2;
```

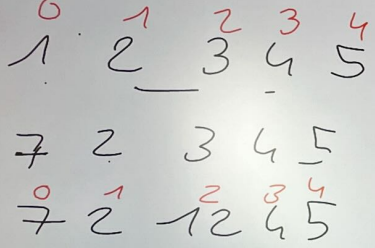
return

oppure

```
((float)(max1+max2)/2);
```

```
float mediaMaxDiagonali(int mat[][], int _DIM){
    int i;
    int max1 = _mat[0][0];
    int max2 = _mat[0][_DIM-1];
    for(i=0; i<_DIM; i++){
        if (_mat[i][i] > max1){
            max1 = _mat[i][i];
        }
        if (max2 < _mat[i][_DIM-1-i]){
            max2 = _mat[i][_DIM-1-i];
        }
    }
    return (float)(max1+max2)/2;
}
```


int main(){
int vet[5]={1,2,3,4,5};
int VAL=FUNCTION(vet,DIM);
printf("%d",VAL);
}
int FUNCTION(int _v[], int _DIM){
_v[0]=_v[2]+_v[3];
_v[2]=_v[0]+_v[4];
int i=0, somma=0;
while(i<_DIM){
if(i%2==0){
somma+=_v[i];
}
i++;
}
return somma;
}




| i | sum |
|---|---|
| 0 | 0 |
| 0 | 7 |
| 1 | 7 |
| 2 | 19 |
| 3 | 19 |
| 4 | 24 |