

≡ File Edit Search Run Compile Debug Project Options Window Help

[■] ESSAY8.C 1=[0]

```
#include<stdio.h>
main(){
    int arr[100];
    int l,i,j,m,n;
    printf("Enter number of elements of the array :");
    scanf("%d",&l);
    for(i=0;i<l;i++){
        printf("Enter an element of the array:");
        scanf("%d",&arr[i]);
    }
    for(i=0;i<l-1;i++){
        for(j=i+1;j<l;j++){
            if(arr[i]>arr[j]){
                int t=arr[i];
                arr[i]=arr[j];
                arr[j]=t;
            }
        }
    }
    printf("which maximum number do you want to find:");
    scanf("%d",&m);
```

1:1

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

≡ File Edit Search Run Compile Debug Project Options Window Help

[■] ESSAY8.C 1=[■]

```
    }  
    for(i=0;i<l-1;i++){  
        for(j=i+1;j<l;j++){  
            if(arr[i]>arr[j]){  
                int t=arr[i];  
                arr[i]=arr[j];  
                arr[j]=t;  
            }  
        }  
    }  
    printf("which maximum number do you want to find:");  
    scanf("%d",&m);  
    printf("Which minimum number do you want to find:");  
    scanf("%d",&n);  
    printf("Mth maximum number: %d \n",arr[(l-1)-(m-1)]);  
    printf("Nth minimum number: %d \n",arr[n-1]);  
    printf("Sum = %d \n",arr[(l-1)-(m-1)]+arr[n-1]);  
    printf("Difference = %d \n",arr[(l-1)-(m-1)]-arr[n-1]);  
    return 0;
```

}

30:1

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

C:\TURBOC3\BIN>TC

Enter number of elements of the array :7

Enter an element of the array:14

Enter an element of the array:16

Enter an element of the array:87

Enter an element of the array:36

Enter an element of the array:25

Enter an element of the array:89

Enter an element of the array:34

which maximum number do you want to find:1

Which minimum number do you want to find:3

Mth maximum number: 89

Nth minimum number: 25

Sum = 114

Difference = 64

—

Performance Overlay (Alt+R)

GPU	NVIDIA GeForce RTX 305...
FPS	N/A
99% FPS	N/A
Render Latency	N/A
CPU Utilization	8 %
GPU Utilization	0 %