Write a modular C/C++ code which will

- 1. Generate an array with 100 random numbers in the range of 1-10000
- 2. The code then computes/checks if the number is odd/even, prime, factorial, prefix sum, average (use function calling function concept).

## Code:

```
#include <iostream>
#include <vector>
#include <cstdlib>
#include <ctime>
#include <cmath>
#include <numeric>
using namespace std;
vector<int> generateRandomArray(int size, int min, int max);
bool isOdd(int num);
bool isPrime(int num);
long long factorial(int num);
vector<int> prefixSum(const vector<int>& arr);
double average(const vector<int>& arr);
int main() {
  const int size = 100;
  const int min = 1;
  const int max = 10000;
  vector<int> arr = generateRandomArray(size, min, max);
  for (int num: arr) {
    cout << "Number: " << num;
    cout << " | isEvenOrOdd: " << (isOdd(num) ? "Even" : "Odd");</pre>
    cout << " | isPrimeOrNotPrime: " << (isPrime(num) ? "prime" : "Not prime");</pre>
    cout << " | Factorial: " << factorial(num) << endl;</pre>
  }
```

```
vector<int> prefix_sums = prefixSum(arr);
  cout << "Prefix sums: ";</pre>
  for (int sum : prefix_sums) {
    cout << sum << " ";
  }
  cout << endl;
  double avg = average(arr);
  cout << "Average: " << avg << endl;</pre>
  return 0;
}
vector<int> generateRandomArray(int size, int min, int max) {
  vector<int> arr(size);
  srand(time(0));
  for (int& num: arr) {
    num = min + rand() \% (max - min + 1);
  }
  return arr;
}
bool isOdd(int num) {
  if(num%2==0)
  return true;
  else
  return false;
}
bool isPrime(int num) {
  if (num <= 1) return false;
  for (int i = 2; i <= sqrt(num); ++i) {
    if (num % i == 0) return false;
  }
  return true;
}
```

```
long long factorial(int num) {
    if (num <= 1) return 1;
    return num * factorial(num - 1);
}

vector<int> prefixSum(const vector<int>& arr) {
    vector<int> prefix_sums(arr.size());
    partial_sum(arr.begin(), arr.end(), prefix_sums.begin());
    return prefix_sums;
}

double average(const vector<int>& arr) {
    return static_cast<double>(accumulate(arr.begin(), arr.end(), 0)) / arr.size();
}
```

## Output:

