

1. Write a procedure to find a maximum and a minimum number in an unsorted array.
2. Write a procedure to swap the value of two variables.
3. Write a procedure to calculate factorial of a number.
4. Write a procedure that displays the table of a number.
5. Write a procedure that checks whether a number is even or odd. Number should be taken as an input.
6. Write a program that inputs two numbers and one arithmetic operators and passes them to a procedure. The procedure then applies that arithmetic operation accordingly.