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MALABE SLIIT WEEKDAY

GROUP 1.2

**EXERCISE 1**

#include<stdio.h>

#define size 10 //define array size

int main(void){ //execute main function

int marks[size]={0}; //marks array declaration

int number,i; //variables

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

printf("Enter marks :- "); //prompt

scanf("%d",&number); //read integer to number variable

if((number>=0)&&(number<=20)){ //check number between 0 and 20

marks[i]=number; //number assign to marks array

i++; //if number between 0 and 20 i increment by 1

}//end if

else{

printf("invalid marks\n"); //print invalid marks

}//end else

}

for(i=0;i<size;i++){ //for print 10 statements

printf("%d ,",marks[i]); //print marks array values

}//end if

return 0;

}//end main function

**EXERCISE 2**

#include<stdio.h>

#define size 10 //define array size

int main(void){ //execute main function

int marks[size]={0}; //marks array declaration

int number,i; //variables

int count=0;

int total=0;

float average=0.0;

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

printf("Enter marks :- ");

scanf("%d",&number);

if((number>=0)&&(number<=20)){ //check number between 0 and 10

marks[i]=number; //number assign to marks array

i++;

}//end if

else{

printf("invalid marks\n"); //print

}//end else

}

for(i=0;i<size;i++){ //for print 10 statements

printf("%d ,",marks[i]); //print marks array values

}//end if

for(i=0;i<size;i++){ //assign total

total=total+marks[i];

}//end if

average=(float)total/size; //assign average

printf("\naverage is %.2f",average); //print average

return 0;

}//end main function

**EXERCISE 3**

#include<stdio.h>

#define size 5 //define array size

int main(void){ //execute main function

int motion[size]={0}; //motion array declaration

int tempory=0; //variable declaration

int number;

int i=0;

for (i=0;i<size;i++){ //for count 5 user input

printf("enter number:- "); //prompt

scanf("%d",&motion[i]); //read integer and assign it to motion array

}//end for loop

tempory=motion[0]; //assign motion array 0 value to tempory variable

for(i=0;i<size-1;i++){ //for change array values position

motion[i]=motion[i+1]; //change value position

}//end for loop

motion[4]=tempory; //assign tempory value to motion array

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

printf("%d\t",motion[i]); //print motion array value

}//end for loop

return 0;

}//end function main

**EXERCISE 4**

#include<stdio.h>

#define size 10 //define value array size

int main(void){ //execute main function

int value[size]={19,3,15,7,11,9,13,5,17,1}; //value array declaration

int number=0; //variable for read user input

int i=0; //variable for count

int j=0; //variable for count

printf("Element\t\tvalue \t\tHistogram"); //print texts

for(i=0;i<size;i++){ //for enter 10 values and histogram

printf("\n%d\t\t%d \t\t",i,value[i]); //print element and value

for(j=0;j<value[i];j++){ //for count histogram value

printf("\*"); //print \* for histogram value

}//end for

}//end for

return 0;

}//end main function

