Practical 06

#include <stdio.h>

int main() {

int arr[10];

int i;

int sum = 0;

int min, max;

printf("Enter 10 integer values:\n");

for (i = 0; i < 10; i++) {

printf("Value %d: ", i + 1);

scanf("%d", &arr[i]);

sum += arr[i];

if (i == 0) {

min = max = arr[i];

} else {

if (arr[i] < min) {

min = arr[i];

}

if (arr[i] > max) {

max = arr[i];

}

}

}

// Calculate average

float average = (float)sum / 10;

printf("Minimum Value: %d\n", min);

printf("Maximum Value: %d\n", max);

printf("Average Value: %.2f\n", average);

printf("Array in Reverse Order:\n");

for (i = 9; i >= 0; i--) {

printf("%d ", arr[i]);

}

printf("\n");

return 0;

}

2. #include <stdio.h>

int main() {

int size;

int i;

printf("Enter the size of the arrays: ");

scanf("%d", &size);

int array1[size], array2[size], vectorSum[size];

printf("Enter %d elements for Array 1:\n", size);

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

printf("Value %d: ", i + 1);

scanf("%d", &array1[i]);

}

printf("Enter %d elements for Array 2:\n", size);

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

printf("Value %d: ", i + 1);

scanf("%d", &array2[i]);

}

// Calculate scalar sum

int scalarSum = 0;

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

scalarSum += array1[i];

}

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

vectorSum[i] = array1[i] + array2[i];

}

printf("Scalar Sum: %d\n", scalarSum);

printf("Vector Sum (Array 1 + Array 2):\n");

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

printf("%d ", vectorSum[i]);

}

printf("\n");

return 0;

}