**Practical 06**

**Question 01**

#include <stdio.h>

#include<stdlib.h>

int main()

{

int arr[10];

int i, sum = 0;

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

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

{

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

sum += arr[i];

}

int min = arr[0];

int max = arr[0];

for (i = 1; i < 10; i++)

{

if (arr[i] < min)

{

min = arr[i];

}

if (arr[i] > max)

{

max = arr[i];

}

}

float average = (float)sum / 10

printf("\nMinimum value: %d\n", min);

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

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

printf("\nArray in reverse order:\n");

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

{

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

}

printf("\n");

return 0;

}

**Question 02**

#include <stdio.h>

#include<stdlib.h>

int main()

{

int size;

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

scanf("%d", &size);

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

// Input values for array1

printf("Enter %d elements for array1:\n", size);

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

{

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

}

// Input values for array2

printf("Enter %d elements for array2:\n", size);

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

{

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

}

int scalarSum = 0;

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

{

scalarSum += array1[i];

}

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

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

}

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

printf("Vector Sum: ");

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

{

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

}

printf("\n");

return 0;

}