DISPLAY INTEGER ENTER BY USER USING AN ARRAY.

#include <stdio.h>

int main() {

int array[5];

printf("Enter 5 integers:\n");

for (int i = 0; i < 5; i++) {

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

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

}

printf("The integers in the array are:\n");

for (int i = 0; i < 5; i++) {

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

}

printf("\n");

return 0;

}

DISPLAY CHARACTER ENTER BY USER USING ARRAY :

#include <stdio.h>

int main() {

char array[5];

printf("Enter 5 characters:\n");

for (int i = 0; i < 5; i++) {

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

scanf(" %c", &array[i]);

}

printf("The characters in the array are:\n");

for (int i = 0; i < 5; i++) {

printf("%c ", array[i]);

}

printf("\n");

return 0;

}

INITIALISATION OF AN ARRAY.

#include <stdio.h>

int main() {

int intArray[5] = {1, 2, 3, 4, 5};

printf("Integer array elements are:\n");

for (int i = 0; i < 5; i++) {

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

}

printf("\n");

return 0;

}

CREATE A a[i] = i[a]

#include <stdio.h>

int main() {

int a[5] = {0, 1, 2, 3, 4};

for (int i = 0; i < 5; i++) {

a[i] = i[a];

}

printf("Array elements are:\n");

for (int i = 0; i < 5; i++) {

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

}

printf("\n");

return 0;

}

SUM OF VALUES IN ARRAY .

#include <stdio.h>

int main() {

int array[] = {1, 2, 3, 4, 5};

int size = sizeof(array) / sizeof(array[0]);

int sum = 0;

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

sum += array[i];

}

printf("The sum of the array elements is: %d\n", sum);

return 0;

}

SUM OF ENTERED INTEGER VALUS.

#include <stdio.h>

int main() {

int n;

printf("Enter the number of integers you want to sum: ");

scanf("%d", &n);

int numbers[n];

printf("Enter %d integers:\n", n);

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

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

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

}

int sum = 0;

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

sum += numbers[i];

}

printf("The sum of the entered integers is: %d\n", sum);

return 0;

}

DISPLAY CHARACTER TYPE ARRAY.

#include <stdio.h>

int main() {

char charArray[] = {'H', 'e', 'l', 'l', 'o', '\0'};

printf("The character array contains: %s\n", charArray);

printf("Displaying each character separately:\n");

for (int i = 0; charArray[i] != '\0'; i++) {

printf("%c ", charArray[i]);

}

printf("\n");

return 0;

}

DISPLAY MATRIX ADDITION.

#include <stdio.h>

#define ROWS 3

#define COLS 3

int main() {

int matrix1[ROWS][COLS], matrix2[ROWS][COLS], sum[ROWS][COLS];

printf("Enter elements of matrix 1:\n");

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

for (int j = 0; j < COLS; j++) {

printf("matrix1[%d][%d]: ", i, j);

scanf("%d", &matrix1[i][j]);

}

}

printf("Enter elements of matrix 2:\n");

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

for (int j = 0; j < COLS; j++) {

printf("matrix2[%d][%d]: ", i, j);

scanf("%d", &matrix2[i][j]);

}

}

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

for (int j = 0; j < COLS; j++) {

sum[i][j] = matrix1[i][j] + matrix2[i][j];

}

}

printf("Sum of the matrices:\n");

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

for (int j = 0; j < COLS; j++) {

printf("%d ", sum[i][j]);

}

printf("\n");

}

return 0;

}