Assignment #1

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#include(stdio.h)
#include(math.h)
 //The function to check the elements in the array is Prime Or not int isPrime(int num)
    //i is the loop count and flag is used to flag even and odd number
int i;
int flag=0;
//for loop used to check each element by element is that prime or not
for(int i=2;i<=num/2;i++)
{
    if(num%i==0)</pre>
                                                   flag=1;
break;
                               if(flag==1)
                                                   return 0;
                               else{ return 1;
   //A function to find the maximum and minimum element of the array parameters are an array and length of the array
  int getMaxAndMin(int arr[], int n){
           //Intialing min and max with first element of the array
int min=arr[0],max=arr[0];
          //Looping through each element
for (int i=0; i<n; i++){</pre>
                   // If the element value is greater max assigning the new value if (arr[i] > max)
                             max = arr[i];
                    If the element value is less than min assigning the new value else if (arr[i] < min) min = arr[i];
                      printf(" Min %d",min);
printf(" Max %d",max);
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 /\!/loop is the loop counter and sum is used to store the sum of the elements int loop,sum=0;
                     //double storage is used to store the average of the elements {\tt double} average=0;
                    //declaring array with prime and not prime numbers int arr[10]={78,29,11,74,27,96,47,43,64,50};
                    //calculate length of the array
int len = sizeof(arr)/sizeof(arr[0]);
                    //Print the heading of each column
printf("Sr.\t"Number\t""Prime\t""Odd/Even\t""Min/Max \n");
                     for(loop=0; loop<len; loop++)
{</pre>
                                  printf("%d",loop+1);
printf("\t'\td",arr[loop]);
                                   //Here the isPrime function is called
printf((isPrime(arr[loop])?"\tYes":"\tNo"));
                              //Using if-else selection statement to find even and odd numbers if(arr[loop]%2 ==0){ printf("\tEven\n");} else{printf("\tOdd\n");}
                                      //Adding each element to the sum variable when it loop each time
sum=sum+arr[loop];
//Mathematical operation to find average
average=(double)sum/len;
                    }
                    printf("\n");
                    printf("Sum:%d \n",sum);
printf("average %f \n",average);
                     \label{limited} \parbox{\color{$\prime$}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{$\prime$}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color{{\prime}}}{\color
                    return 0;
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