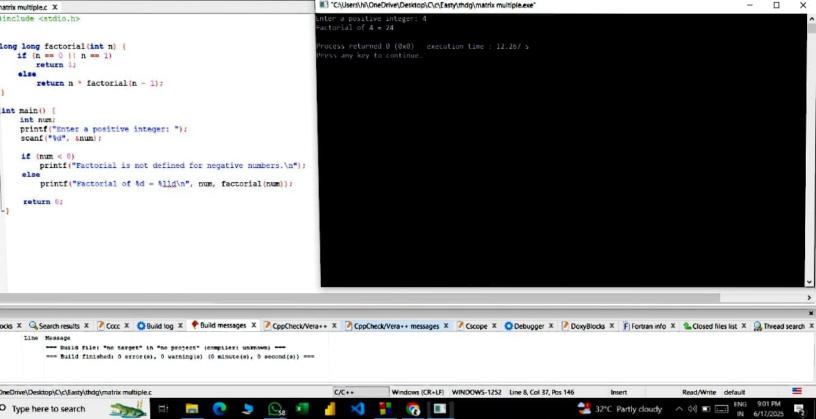
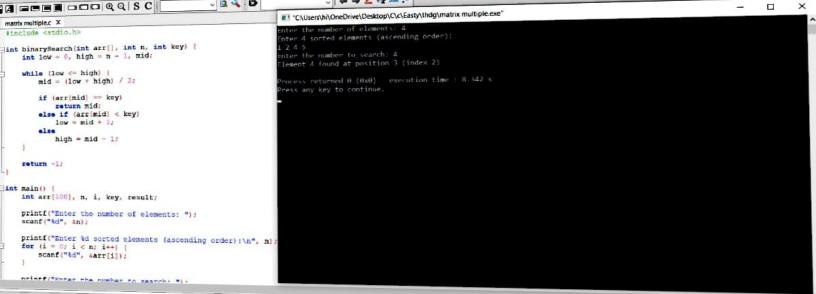


```
matrix multiple.c X
                                                                   "C\Users\hi\OneDrive\Desktop\C\c\Easty\thdg\matrix multiple.exe"
#include <stdio.h>
                                                                   enter the number of elements: 5
int main()
                                                                   Enter 5 elements:
    int arr[100], n, i, key, found = 0;
                                                                   65 78 34 54 97
                                                                   inter the number to search: 10
    printf("Enter the number of elements: ");
                                                                   lement 10 not found in the array.
    scanf ("%d", &n);
    printf("Enter %d elements:\n", n);
                                                                   Press any key to continue.
    for (i = 0; i < n; i++) (
        scanf("%d", &arr[i]);
    printf("Enter the number to search: ");
    scanf ("%d", skey);
    for (i = 0; i < n; i++) (
        if (arr[i] == key)
            printf("Element %d found at position %d (index %d)
            found = 1:
            break;
    if (!found)
        printf("Element %d not found in the array.\n", key);
    return 0:
```

```
Start here A main x multiple.c A
                                                                           "CAUsers\hi\OneDrive\Desktop\C\c\Eastv\thdg\matrix multiple.exe"
                                                                                                                                                                                      #include <stdio.h>
                                                                           enter the number of terms: 6
           mint fibonacci(int n) (
                                                                           ibonacci Series: 0 1 1 2 3 5
                 if (n == 0)
                                                                            Process returned 0 (0x0) execution time : 1.822 s
                     return 0:
                                                                            ress any key to continue.
                 else if (n == 1)
                     return 1;
                 else
                     return fibonacci (n - 1) + fibonacci (n - 2);
     10
     11
     12
           dint main()
     13
                 int n. i:
     14
                printf("Enter the number of terms: ");
     15
     16
                 scanf ("%d", &n):
     17
                 printf("Fibonacci Series: ");
     18
                 for (i = 0; i < n; i++) {
     19
                     printf("%d ", fibonacci(i));
     20
     21
     22
                 return 0;
     23
     24
     25
     26
     27
4
Code:Blocks X Search results X Cocc X Build log X Build messages X CppCheck/Vera++ x CppCheck/Vera++ x Debugger X Debugger X Debugger X Debugger X Debugger X Fortran info X Closed files list
Loge & others
                Line Message
 File
                     --- Build file: "no target" in "no project" (compiler: unknown) ---
                     === Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ===
                                                                                                                                                                                   Read/Write defa
                                                                                                            Windows (CR+LF) WINDOWS-1252 Line 2, Col 1, Pos 20
                                                                                                                                                                  Insert
                                                                                              C/C++
```





```
#include <stdio.h>
                                                                          "C\Users\hi\OneDrive\Desktop\C\c\Easty\thdg\matrix multiple.exe"
      #define MAX 100
                                                                            Array Operations Menu ---
      int array[MAX];
                                                                            Insert
      int size = 0;
     |void insert(int pos, int val)
                                                                          nter your choice: 1
          11 (size >= MAX)
                                                                         enter position (0 to 0): 0
              printf("Array is full! Cannot insert.\n");
                                                                          inter value to insert: 4
12
              return:
                                                                          lement inserted successfully.
13
          if (pos < 0 || pos > size) (
14
                                                                           -- Array Operations Henu ---
              printf("Invalid position!\n");
15
16
17
               returns
18
          for (int i = size: i > pos: i--) {
19
20
                                                                           nter your choice: _
              array[i] = array[i - 1];
21
          array[pos] = val;
22
23
          size++:
          printf("Element inserted successfully.\n");
24
25
26
     void delete (int pos)
27
          if (size == 0) (
              printf("Array is empty! Cannot delete.\n");
28
29
               return:
          if Inne & A II nos >= eiza) /
```

```
*include <stdio.h>
                                                                            - - 4 4 4
           #include <stdlib.h>
      3
      4
         ∃struct Node (
      5
               int data;
      6
               struct Node* next;
      7
          -1:
      8
      9
           struct Node head = NULL;
     10
     11
          void insert (int value) (
     12
               struct Node* newNode = (struct Node*)mailor(sizeof(struct Node));
     13
     14
               newNode->next = NULL:
     15
     16
               if (head == NULL) {
     17
                   head = newNode:
     18
                | else |
     19
                   struct Node | temp = head;
     20
                   while (temp->next != NULL)
     21
                       temp = temp->next;
     22
                   temp->next = newNode:
     23
     24
               printf("Inserted &d successfully.\n", value);
     25
     26
     27
         Twoid delete (int value) (
     28
               struct Node *temp = head, *prev = NULL;
     29
     30
                // of head mode itealf holds the value
     21
Logs & others
                   --- Build file: "no target" in "no project" (compiler: unmown) ---
              Line Message
File
                   === Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ===
                                                                             C/C++
```

