```c
#include <stdio.h>

#define NUM_ELEMENTS 10

int main(void)
{
    //variable declarations
    int iArray[NUM_ELEMENTS];
    int i, num, j, count = 0;

    //code
    printf("\n\n");

    // *** ARRAY ELEMENTS INPUT ***
    printf("Enter Integer Elememts For Array : \n\n");
    for (i = 0; i < NUM_ELEMENTS; i++)
    {
        scanf("%d", &num);

        // If 'num' is negative ( < 0 ), then convert it to positive (multiply by -1)
        if (num < 0)
            num = -1 * num;

        iArray[i] = num;
    }

    // *** PRINTING ENTIRE ARRAY ***
    printf("\n\n");
    printf("Array Elements Are : \n\n");
    for (i = 0; i < NUM_ELEMENTS; i++)
        printf("%d\n", iArray[i]);

    // *** SEPARATING OUT EVEN NUMBERS FROM ARRAY ELEMENTS ***
    printf("\n\n");
    printf("Prime Numbers Amongst The Array Elements Are : \n\n");
    for (i = 0; i < NUM_ELEMENTS; i++)
    {
        for (j = 1; j <= iArray[i]; j++)
        {
            if ((iArray[i] % j) == 0)
                count++;
        }

        // NUMBER 1 IS NEITHER A PRIME NUMBER NOR A CONSONANT
        // IF A NUMBER IS PRIME, IT IS ONLY DIVISIBLE BY 1 AND ITSELF.
        // HENCE, IF A NUMBER IS PRIME, THE VALUE OF 'count' WILL BE EXACTLY 2.
        // IF THE VALUE OF 'count' IS GREATER THAN 2, THE NUMBER IS DIVISIBLE BY NUMBERS OTHER THAN 1 AND ITSLEF AND HENCE, IT IS NOT PRIME
        // THE VALUE OF 'count' WILL BE 1 ONLY IF iArray[i] IS 1.
        if (count == 2)
            printf("%d\n", iArray[i]);
```

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51
52          count = 0; //RESET 'count' TO 0 FOR CHECKING THE NEXT NUMBER...
53      }
54
55      return(0);
56  }
57
58
```