1.

```c
#include <stdio.h>
int main() {
 int array_size = 10;
 int array[array_size];
 printf("Enter 10 integer values for the array:\n");
 for (int i = 0; i < array_size; i++)
{
 scanf("%d", &array[i]);
 }
 int minimum = array[0];
 int maximum = array[0];
 int sum = array[0];
 for (int i = 1; i < array_size; i++)
{
 if (array[i] < minimum)
{
 minimum = array[i];
 }
 if (array[i] > maximum)
{
 maximum = array[i];
 }
 sum += array[i];
 }
 float average = (float)sum / array_size;
int reversed_array[array_size];
 for (int i = 0; i < array_size; i++) {
 reversed_array[i] = array[array_size - 1 - i];
 }
 printf("Original Array:");
```

```c
for (int i = 0; i < array_size; i++) {

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

}

printf("\nMinimum Value: %d\n", minimum);

printf("Maximum Value: %d\n", maximum);

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

printf("Reverse Order:");

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

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

}

printf("\n");

return 0;

}
```

2.

```c
#include <stdio.h>

int main() {

int array_size = 10;

int array[array_size];

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

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

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

}

int minimum = array[0];

int maximum = array[0];

int sum = array[0];

for (int i = 1; i < array_size; i++) {

if (array[i] < minimum) {

minimum = array[i];

}

if (array[i] > maximum) {

maximum = array[i];
```

```c
    }
    sum += array[i];
    }
    float average = (float)sum / array_size;

    int reversed_array[array_size];
    for (int i = 0; i < array_size; i++) {
    reversed_array[i] = array[array_size - 1 - i];
    }
    printf("Original Array:");
    for (int i = 0; i < array_size; i++) {
    printf(" %d", array[i]);
    }
    printf("\nMinimum Value: %d\n", minimum);
    printf("Maximum Value: %d\n", maximum);
    printf("Average Value: %.2f\n", average);
    printf("Reverse Order:");
    for (int i = 0; i < array_size; i++) {
    printf(" %d", reversed_array[i]);
    }
    printf("\n");
    return 0;
    }
```