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Lab task 02

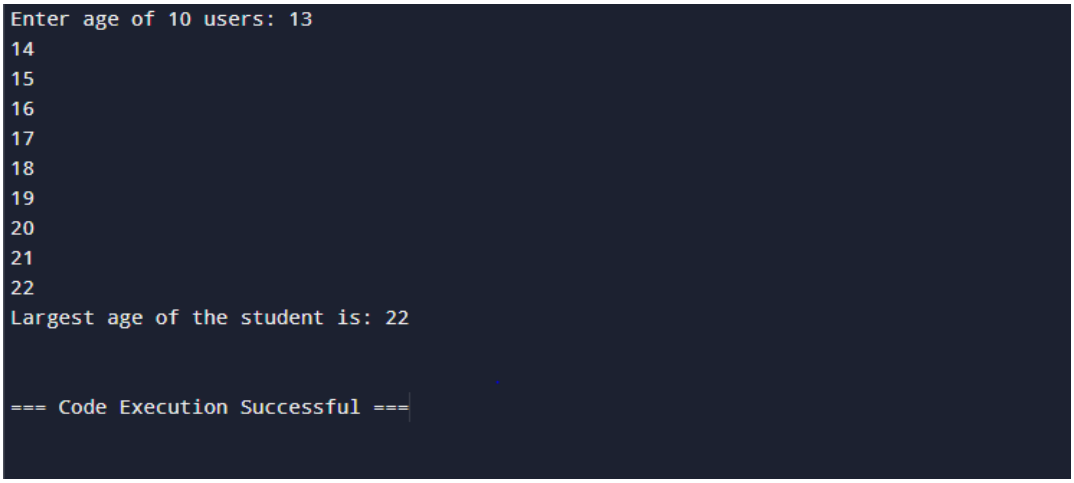
QUESTION # 01 :

```
#include <iostream>
#include <conio.h>

using namespace std;

int main() {
   int arr[10];
   cout << "Enter age of 10 users: ";
   for (int i = 0; i < 10; i++) {
      cin >> arr[i];
   }
   int maxage = arr[0];
   for (int i = 1; i < 10; i++) {
      if (arr[i] > maxage) {
         maxage = arr[i];
      }
   }
   cout << "Largest age of the student is: " << maxage << endl;
   return 0;
}
```

OUTPUT



Question no 2

```
#include <iostream>

#include <conio.h>


using namespace std;

int main() {

   int size;

   cout << "Enter the size of the arrays: ";

   cin >> size;

   int* arr1 = new int[size];

   int* arr2 = new int[size];

   int* arr3 = new int[size];

   int* sum_arr = new int[size];

   cout << "Enter elements for the first array: ";

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

      cin >> arr1[i];

   }
```

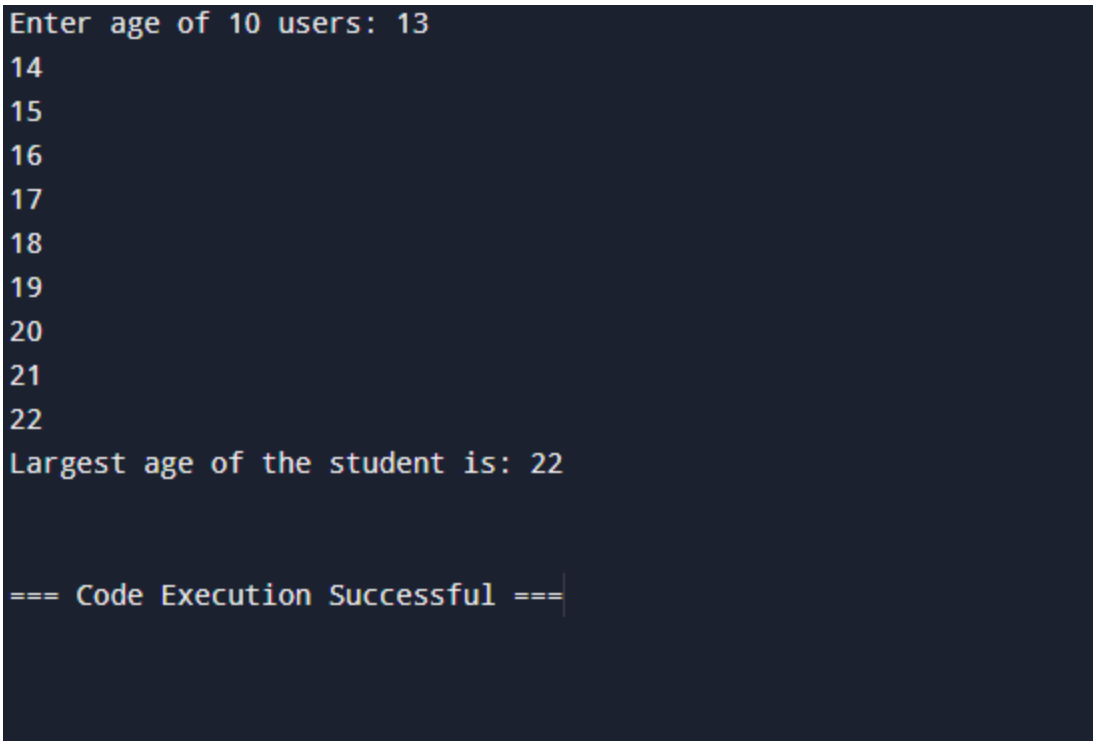
```
    cout << "Enter elements for the second array: ";
    for (int i = 0; i < size; i++) {
        cin >> arr2[i];
    }
    cout << "Enter elements for the third array: ";
    for (int i = 0; i < size; i++) {
        cin >> arr3[i];
    }

    // Add the arrays and store the result in sum_arr
    for (int i = 0; i < size; i++) {
        sum_arr[i] = arr1[i] + arr2[i] + arr3[i];
    }
    cout << "Sum array: ";
    for (int i = 0; i < size; i++) {
        cout << sum_arr[i] << " ";
    }
    cout << endl;

    // Deallocate memory
    delete[] arr1;
    delete[] arr2;
    delete[] arr3;
    delete[] sum_arr;

    return 0;
}
```

Output:



Question # 03

```
#include <iostream>
#include <conio.h>

using namespace std;

int main() {
   int size;
   cout << "Enter the size of the array: ";
   cin >> size;
   int* arr = new int[size];
   cout << "Enter elements for the array: ";
   for (int i = 0; i < size; i++) {
      cin >> arr[i];
   }
```

```
    int item;
    cout << "Enter the item to search: ";
    cin >> item;
    int found = 0;
    for (int i = 0; i < size; i++) {
        if (arr[i] == item) {
            cout << "Item found at index " << i << endl;
            found = 1;
            break;
        }
    }
    return 0;
}
```

Output: