

Assignment - 15

1- #include <stdio.h>
 int got (int []) ;
 int main ()
 {
 int a [10] , k ;
 k = got (a) ;
 printf ("Greatest element is %d", k) ;
 return 0 ;
 }

int got (int m[])
 {
 int i , max = 0 ;
 printf ("Enter 10 numbers \n") ;
 for (i = 0 ; i <= 9 ; i++)
 {
 scanf ("%d" , &m[i]) ;
 if (m[i] >= max)
 max = m[i] ;
 }
 return max ;
 }

2- #include <stdio.h>
 int sm1 (int []) ;
 int main ()
 {
 int a [10] , k ;
 }

6
 $k = \text{sm1}(a);$
 $\text{printf}("Smallest element is \%d", k);$
 $\text{return } 0;$

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int sm1(int n[])

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int i, min;
 $\text{printf}("Enter 10 numbers: ");$
 $\text{for }(i=0; i<10; i++)$
 $\quad \text{scanf}("\%d", &n[i]);$
 $\quad \text{if }(n[i] < \text{min})$
 $\quad \quad \text{min} = n[i];$

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$\text{return min};$

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6. #include <stdio.h>

void display(int []);

int main()

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int a[5];

display(a);

return 0;

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void display(int a[])

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int i, j;

```
printf("Enter 5 numbers \n");
for (i=0; i<5; i++) {
    scanf("%d", &n[i]);
}
```

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

```
for (j=4; j>=0; j--) {
```

```
}
```

(At i=0, j=4)

```
printf("%d", n[j]);
```

```
}
```

(At i=0, j=3)

```
(At i=0, j=2)
```

```
(At i=0, j=1)
```

```
(At i=0, j=0)
```

3 - #include <stdio.h>

void sort(int a[]);

int main()

```
< stdlib.h >
```

int a[10];

sort(a);

return 0;

void sort(int a[])

```
< stdlib.h >
```

int i, j, temp;

printf("Enter 10 numbers \n");

for (i=0; i<10; i++)

```
i = (i + 1) % 10;
```

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

for (i=0; i<9; i++)

for (j=i+1; j<10; j++)

if ($a[i] > a[j]$) swap (i, j)

$\{$
 $\quad \text{temp} = a[i]; a[i] = a[j];$
 $\quad a[j] = \text{temp};$
 $\}$

$\{$ if ($b[i] < b[j]$) swap (i, j)

$\{$ for ($i = 0; i \leq 9; i++$)

$\{$ printf ("%d ", $a[i]$);

4- #include <stdio.h>

void rotate (int a[], int m, int dir, int shift);

void display (int a[], int n);

#define LEFT 0

#define RIGHT 1

int main();

$\{$

int a[8] = {10, 20, 30, 40, 50, 60, 70, 80};

display (a, 8);

printf ("\n");

rotate (a, 8, RIGHT, 2);

display (a, 8);

return 0;

$\{$ void display (int a[], int n)

$\{$ int i;

```
pointf("\n");
for(i=0; i<n; i++) i[i] = f[i];
printf("%d", a[i]);
```

{

```
void rotate(int a[], int m, int dir, int shift);
```

{

```
int i, temp;
```

```
while(shift)
```

{

```
temp = a[m-1];
```

```
for(i=m-1; i>=1; i--)
```

```
if(dir == RIGHT) a[i+shift] = a[i]; else a[i-shift]
```

{

```
while(shift)
```

{

```
temp = a[m-1];
```

```
for(i=m-1; i>=1; i--) a[i+shift] = a[i];
```

{

```
a[i] = a[i-1];
```

{

```
a[0] = temp;
```

```
shift--;
```

{

```
else
```

{

```
while(shift)
```

{

```
temp = a[0];
```

```
for(i=0; i<=m-2; i++)
```

{

a[i] = a[i+1];

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a[m-1] = temp;

shift --;

g (+f1ide) sort kia mili [] a[tri] store kro

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7- #include <stdio.h>

int main()

{

int i, j, a[10] = {1, 10, 20, 1, 25, 1, 10, 30, 25, 13};

for (i=0; i<10; i++)

{

for (j=i+1; j<10; j++)

{

if (a[i] == a[j]) (--i; i <= j; i = j) sort

{

printf ("%d ", a[i]); i = j; sort

break;

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3.

(+f1ide) slides

c[0] a = sort

(+f1ide) 2-m = i, 0-i sort

As-15-8- #include <stdio.h>
 int main ()
 {
 int a[10] = { 10, 20, 30, 50, 60, 10, 10, 10, 10, 20 } ;
 int i, j, count = 0 ;
 for (i = 0; i < 10; i++)
 {
 count = 0 ;
 for (j = i + 1; j < 10; j++)
 {
 if (a[i] == a[j])
 {
 count = 1 ;
 a[j] = NULL ;
 }
 }
 if (count == 0 && a[i] != NULL)
 {
 printf ("%d", a[i]) ;
 }
 }
 }