Scaler sum (adding values of each element of an array) Vector sum (Adding values of each relative

#include <stdio.h>

int main() {

int n;

printf("Enter the size of the arrays: ");

scanf("%d", &n);

int array1[n], array2[n];

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

printf("Enter element %d of array1: ", i);

scanf("%d", &array1[i]);

}

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

printf("Enter element %d of array2: ", i);

scanf("%d", &array2[i]);

}

int scalar\_sum = 0;

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

scalar\_sum += array1[i] + array2[i];

}

printf("Scalar sum: %d\n", scalar\_sum);

return 0;

}

elements of an array and store them in third array)

Vector product (multiply values of each relative elements of an array and store them in the third array)

#include <stdio.h>

int main() {

int size;

printf("Enter the size of the arrays: ");

scanf("%d", &size);

int array1[size];

int array2[size];

int sum\_array[size];

printf("Enter the elements for the first array:\n");

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

printf("Element %d: ", i + 1);

scanf("%d", &array1[i]);

}

printf("\nEnter the elements for the second array:\n");

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

printf("Element %d: ", i + 1);

scanf("%d", &array2[i]);

}

printf("\nVector sum of the arrays:\n");

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

sum\_array[i] = array1[i] + array2[i];

printf("%d ", sum\_array[i]);

}

return 0;

}

Scaler product (multiply values of each relative elements of an array and store them in third array. After placing the values In the array add all the values)

#include <stdio.h>

int main() {

int n;

printf("Enter the size of the arrays: ");

scanf("%d", &n);

// Declare two arrays

int array1[n], array2[n], scalar\_product[n], sum = 0;

// Initialize the arrays

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

printf("Enter element %d of array1: ", i);

scanf("%d", &array1[i]);

}

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

printf("Enter element %d of array2: ", i);

scanf("%d", &array2[i]);

}

// Calculate the scalar product

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

scalar\_product[i] = array1[i] \* array2[i];

sum += scalar\_product[i];

}

// Print the results

printf("Scalar product: %d\n", sum);

return 0;

}