```c
//Get Set Max Min on Array

#include<stdio.h>

struct Array
{
 int A[10];
 int size;
 int length;
};

 void Display(struct Array arr)
 {
 int i;
 printf("\nElements are\n");
 for(i=0;i<arr.length;i++)
 printf("%d ",arr.A[i]);
 }

void swap(int *x,int *y)
 {
 int temp=*x;
 *x=*y;
 *y=temp;
 }

int Get(struct Array arr,int index)
{
 if(index>=0 && index<arr.length)
 return arr.A[index];
 return -1;
}

void Set(struct Array *arr,int index,int x)
{
 if(index>=0 && index<arr->length)
 arr->A[index]=x;
}

```

```
40: int Max(struct Array arr)
41: {
42:  int max=arr.A[0];
43:  int i;
44:  for(i=1;i<arr.length;i++)
45:  {
46:  if(arr.A[i]>max)
47:  max=arr.A[i];
48:  }
49:  return max;
50: }
51:
52: int Min(struct Array arr)
53: {
54:  int min=arr.A[0];
55:  int i;
56:  for(i=1;i<arr.length;i++)
57:  {
58:  if(arr.A[i]<min)
59:  min=arr.A[i];
60:  }
61:  return min;
62: }
63:
64: int Sum(struct Array arr)
65: {
66:  int s=0;
67:  int i;
68:  for(i=0;i<arr.length;i++)
69:  s+=arr.A[i];
70:  return s;
71: }
72:
73: float Avg(struct Array arr)
74: {
75:  return (float)Sum(arr)/arr.length;
76: }
77:
78: int main()
```

```
79: {
80:  struct Array arr1={{2,3,9,16,18,21,28,32,35},10,9};
81:  printf("%d\n",Sum(arr1));
82:  printf("%d\n",Get(arr1,5));
83:  Set(&arr1,3,45);
84:  printf("%d\n",Max(arr1));
85:  printf("%d\n",Min(arr1));
86:  Display(arr1);
87:  /*Get(arr1,5);
88:  Set(&arr1,3,45);
89:  Max(arr1);
90:  Min(arr1);*/
91:
92:  return 0;
93: }
94:
```