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*********Program 19.c ******************************
#include<stdio.h>
//removing duplicates..
int main() {

 int len,i;
 scanf("%d",&len);
 int A[len];
 //scanning the input
 for(i=0; i<len; i++) {
   scanf("%d",&A[i]);
 }

 //without loss of generality assuming 1st element is not -1
 int newlen = 0, prev = -1;

 //solving.
 for(i=0; i<len; i++) {
   if(A[i] == prev) {
      continue;
   }
   prev = A[i];
   A[newlen] = A[i];
   newlen++;
 }

 printf("no of duplicates = %d\n",len-newlen);
 printf("new length = %d\n",newlen);
 for(i=0;i<newlen;i++) {
   printf("%d ",A[i]);
 }
 printf("\n");
}
*********Program 22.c ******************************
#include<stdio.h>
//mean smoothing....
int main() {
 int n;
 int win, i, k;
 scanf("%d", &n);
 scanf("%d", &win);
 float A[n], B[n], sum;
 int wlen = 2 * win + 1;

 for (i = 0; i < n; i++) {
   scanf("%f",&A[i]);
 }

 for (i = win; i < n - win; i++) {
   sum = 0;
   for (k = - win; k <= win; k++) {
     sum = sum + A[i + k];
   }
   B[i] = sum / wlen;
 }
 for (i = 0; i < win; i++) {
    B[i] = B[win];
 }
 for (i = n - win; i < n; i++) {
   B[i] = B[n-win-1];
 }
 for (i = 0; i < n; i++) {
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    printf("%.4f %.4f\n", A[i], B[i]);
  }

}
```