To pind Smallest & larges A Igwithin step 1. Starl Step 2. input 1, a [50] Step 3, Pisplay how may redements Step a. Risplay Inter ourray elements por (i=0°, i cn°, i++) Step 5. large = small = a Co) Step 6. for (1=0, = a, 177) Step 6.1 ig a [i] z large) 60101 lærge = a (1º) stop 6.2 if [aci] [Small] 6.2.7 Small = a [i] Step 7, print the largest element Stip 8. point the smallest clerent step 90 step.

