```
/*Name - Amod Dhopavkar
Roll No - 33304
Min Max using Divide & Conquer
*/
Code \rightarrow
#include <stdio.h>
#include <stdlib.h>
#define SIZE 20
int count = 1;
void display(int arr[], int n) {
 //printf("\n");
 for (int i=0; i<n; i++) {
  printf("%d ",arr[i]);
 }
}
void input(int arr[], int n) {
 for (int i=0; i<n; i++) {
  printf("\nElement A[%d]: ",i+1);
  scanf("%d",&arr[i]);
}
}
void MaxMin(int arr[], int left, int right, int *max, int *min) {
 int max1,min1,mid;
 if (left == right) {
  *max = arr[left];
  *min = arr[left];
 }
 else if (left == right - 1) {
  if (arr[left] < arr[right])</pre>
    *max=arr[right];
    *min=arr[left];
  }
  else
    *max=arr[left];
    *min=arr[right];
  }
 }
```

```
else {
  mid = (left + right) / 2;
  MaxMin(arr,left,mid,max,min);
  max1 = *max;
  min1 = *min;
  MaxMin(arr,mid+1,right,max,min);
  if (*max < max1) {
   *max = max1;
  if (min1 < *min){
   *min = min1;
  }
 printf("\n\nFOR PASS '%d':-",count++);
 printf("\nMax: %d",*max);
 printf("\nMin: %d",*min);
 printf("\nArray: ");
 display(arr,right+1);
 //printf(" ]");
}
int main() {
 int n, arr[SIZE];
 int *max, *min;
 max = (int*)malloc(sizeof(int));
 min = (int*)malloc(sizeof(int));
 printf("\n---MAX MIN USING DIVIDE AND CONQUER---\n\n");
 printf("\nSize of the Array: ");
 scanf("%d",&n);
 input(arr,n);
 MaxMin(arr,0,n-1,max,min);
 printf("\n\nMAX IN THE ARRAY--> %d",*max);
 printf("\nMIN IN THE ARRAY--> %d\n",*min);
 return 0;
}
```

$Output \rightarrow \\$