```
#include<stdio.h>

struct pair{
  int min;
  int max;
};

struct pair getMinMax(int arr[], int low, int high) {

  struct pair minmax;

  if (low == high){
     minmax.max = arr[low];
     minmax.min = arr[low];
     return minmax;
  }

  if (high == low + 1){
     if (arr[low] > arr[high]){
        minmax.max = arr[low];
        minmax.min = arr[high];
     }
     else{
        minmax.max = arr[high];
        minmax.min = arr[low];
     }
     return minmax;
  }

  struct pair mml, mmr;
  int mid;

  mid = (low + high)/2;
  mml = getMinMax(arr, low, mid);
  mmr = getMinMax(arr, mid+1, high);


  if (mml.min < mmr.min)
    minmax.min = mml.min;
  else
    minmax.min = mmr.min;

  if (mml.max > mmr.max)
    minmax.max = mml.max;
```

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  else
    minmax.max = mmr.max;

  return minmax;
}


int main(){
  int arr_size=0;

  printf("Enter size\n");
  scanf("%d", &arr_size);

  int arr[arr_size];

  printf("Enter elements\n");
  for(int i=0; i<arr_size; i++)
    scanf("%d", &arr[i]);

  struct pair minmax = getMinMax(arr, 0, arr_size-1);
  printf("\nMinimum element is %d", minmax.min);
  printf("\nMaximum element is %d", minmax.max);
  return 0;
}
/*OUTPUT

Enter size
8
Enter elements
20
5
7
25
30
1
9
12

Minimum element is 1
Maximum element is 30
Process returned 0 (0x0)   execution time : 15.979 s
Press any key to continue.

*/
```