Practical 06

int array[10];

int I, Min\_Value, Max Value, Sum, Average;

for (I = 0; I < 10; I++)

printf("Enter the Value of element %d: ", I);

scanf ("%d", &array[I]);

Min Value = array[0];

for (I = 1; I < 10; I++) {

if (array[I] < Min Value) {

Min Value = array[I];

Max Value = array[0];

for (I= 1; I < 10; I++) {

if (array[i] >Max Value) {

Max Value = array[I];

sum = 0;

for (I = 0; I < 10; ++)

sum += array[I];

Average = Sum / 10;

int reversed array[10];

for (I= 9, j = 0; I >= 0; I--, j++) {

reversed array[j] = array[i];

}

// Print the results

printf("Minimum value: %d\n", Min Value);

printf("Maximum value: %d\n", Max Value);

printf("Average value: %d\n", Average);

printf("Reversed array: ");

for (i = 0; i < 10; i++) {

printf("%d ", reversed\_array[I]);

}

int array1[10], array2[10], Vector Sum[10];

for (I = 0; I < 10; I++) {

printf("Enter the value of element %d of array1: ", I);

scanf("%d", &array1[i]);

}

for (I = 0; I < 10; I++) {

printf("Enter the value of element %d of array2: ", I);

scanf("%d", &array2[I]);

}

int scalar\_sum = 0;

for (I = 0; I < 10; I++) {

scalar\_sum += array1[I] + array2[I];

}

for (I = 0; I < 10; I++) {

vector sum[I] = array1[I] + array2[I];

}

printf("Scalar sum: %d\n", Scalar sum);

printf("Vector sum: ");

for (I = 0; I < 10; I++) {

printf("%d ", Vector sum[I]);

}

return 0;

}