File   Edit   Search   View   Project   Execute   Tools   AStyle   Window   Help

TDM-GCC 4.9.2 64-bit Release

(globals)

Project   Classes   Debug   linear search.cpp   binary search.cpp   prime or add.cpp

```c
#include <stdio.h>
#include <stdlib.h>
int main()
{
    int arr[100],i,num;
    printf("Enter size of the array \n");
    scanf("%d",&num);
    printf("Enter the elements of the array\n");
    i=0;
    while(i<num){
        scanf("%d",&arr[i]);
        i++;
    }
    printf("\nEven numbers of the array are \n");
    i=0;
    while(i<num){
        if(arr[i]%2==0){
            printf("%d \t",arr[i]);
        }
        i++;
    }
    printf("\nOdd numbers of the array are \n");
    i=0;
    while(i<=num){
        if (arr[i]%2==1){
            printf("%d \t",arr[i]);
        }
```

File   Edit   Search   View   Project   Execute   Tools   AStyle   Window   Help

TDM-GCC 4.9.2 64-bit Release

(globals)

Project   Classes   Debug

linear search.cpp   binary search.cpp

```c
1    #include<stdio.h>
2    #include<time.h>
3    int main()
4  {
5        int i,j,t,n,se,first,last,middle,a[100];
6        clock_t e,s;
7        double ts;
8        printf("enter no of elements:\n");
9        scanf("%d",&n);
10       printf("enter which element you need to find:\n");
11       scanf("%d",&se);
12       printf("enter the list of numbers:\n");
13       s=clock();
14       for(i=0;i<n;i++)
15       {
16           scanf("%d",&a[i]);
17       }
18       for(i=0;i<=n;i++)
19       {
20           for(j=i+1;j<=n;j++)
21           {
22               if(a[i]>a[j])
23               {
24                   t=a[i];
25                   a[i]=a[j];
26                   a[j]=t;
27               }
```

Line: 59   Col: 2   Sel: 0   Lines: 59   Length: 1198   Insert   Done parsing in 0.047 seconds

ENG
IN

20:44
26-09-2022

```
How many elements:5
Enter array elements:1
4
5
6
7
nEnter element to search:5
Element found at index: 2
----------------------------------------
Process exited after 15.37 seconds with return value 0
Press any key to continue . . .
```