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#include <stdio.h>

int main()

{ int a[ 6 ] = { 7,3,2,4,5,6 };

int i, sum = 0;

float avg=0;

for ( i = 0; i <= 5; i++ )

sum += a[ i ];

avg= sum/6;

printf( "Total of array element values is %d\n",sum);

printf("Average=%.2f",avg);

return 0;}

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#include <stdio.h>

#include <stdlib.h>

#include <time.h>

int main() {

srand(time(NULL));

int two\_dim[3][4];

for (int i = 0; i<3;i++){

for(int j = 0; j<4;j++){

two\_dim[i][j]=250+ rand()%200;}}

for (int i = 0; i<3;i++){

for(int j =0;j<4;j++){

printf("%4d",two\_dim[i][j]);}

printf("\n");}

return 0;}