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[■] ESSAY12.C

```
main()
{
    int arr1[50], arr2[50], size1, size2, i, k, merge[100];
    printf("Enter Array 1 Size: ");
    scanf("%d", &size1);
    printf("Enter Array 1 Elements: ");
    for(i=0; i<size1; i++) {
        scanf("%d", &arr1[i]);
        merge[i] = arr1[i]; }
    k = i;
    printf("\nEnter Array 2 Size: ");
    scanf("%d", &size2);
    printf("Enter Array 2 Elements: ");
    for(i=0; i<size2; i++){
        scanf("%d", &arr2[i]);
        merge[k] = arr2[i];
        k++;}
    printf("\nThe new array after merging is:\n");
    for(i=0; i<k; i++)
        printf("%d ", merge[i]);
    _return 0;}
```

22:9

F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Menu

Performance Overlay (Alt+R)

GPU	NVIDIA GeForce RTX 305...
FPS	N/A
00% FPS	N/A
Render Latency	N/A
CPU Utilization	12 %
GPU Utilization	0 %

```
C:\TURBOC3\BIN>TC
```

```
Enter Array 1 Size: 7
```

```
Enter Array 1 Elements: 1
```

```
2
```

```
3
```

```
4
```

```
5
```

```
6
```

```
7
```

```
Enter Array 2 Size: 5
```

```
Enter Array 2 Elements: 11
```

```
22
```

```
33
```

```
44
```

```
55
```

```
The new array after merging is:
```

```
1 2 3 4 5 6 7 11 22 33 44 55 _
```

Performance Overlay (Alt+R)

GPU	NVIDIA GeForce RTX 305...
FPS	N/A
00% FPS	N/A
Render Latency	N/A
CPU Utilization	9 %
GPU Utilization	0 %