

1. Write a program in C to find the largest element using Dynamic Memory Allocation (malloc).

Code:

```
#include <stdio.h>
#include <stdlib.h>

int main() {
    int n;
    int *data;
    printf("Enter the total number of elements: ");
    scanf("%d", &n);

    // Allocating memory for n elements
    data = (int *)malloc(n*sizeof(int));
    if (data == NULL) {
        printf("Error! Memory not allocated...");
        exit(0);
    }

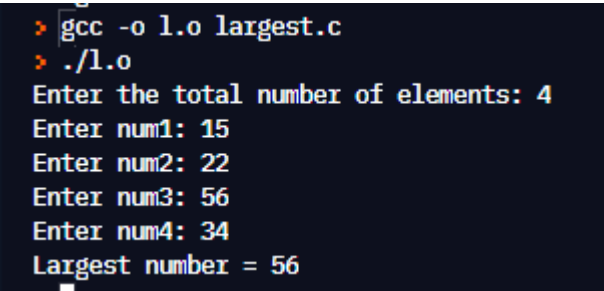
    // Storing numbers entered by the user.
    for (int i=0; i<n; i++) {
        printf("Enter num%d: ", i+1);
        scanf("%d", data+i);
    }

    // Finding the largest number
    for (int i=1; i<n; i++) {
        if (*data < *(data+i)) {
            *data = *(data+i);
        }
    }
    printf("Largest number = %d\n", *data);

    free(data);

    return 0;
}
```

Output:



```
> gcc -o l.o largest.c
> ./l.o
Enter the total number of elements: 4
Enter num1: 15
Enter num2: 22
Enter num3: 56
Enter num4: 34
Largest number = 56
```

2. Write a program in C to find the largest element using Dynamic Memory Allocation (calloc).

Code:

```
#include <stdio.h>
#include <stdlib.h>

int main() {
    int n;
    int *data;
    printf("Enter the total number of elements: ");
    scanf("%d", &n);

    // Allocating memory for n elements
    data = (int *)calloc(n, sizeof(int));
    if (data == NULL) {
        printf("Error! Memory not allocated...");
        exit(0);
    }

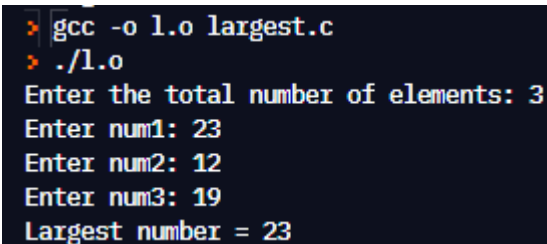
    // Storing numbers entered by the user.
    for (int i=0; i<n; i++) {
        printf("Enter num%d: ", i+1);
        scanf("%d", data+i);
    }

    // Finding the largest number
    for (int i=1; i<n; i++) {
        if (*data < *(data+i)) {
            *data = *(data+i);
        }
    }
    printf("Largest number = %d\n", *data);

    free(data);

    return 0;
}
```

Output:



```
> gcc -o l.o largest.c
> ./l.o
Enter the total number of elements: 3
Enter num1: 23
Enter num2: 12
Enter num3: 19
Largest number = 23
```

3. Write a c program to get 10 values from the user and find the sum and average of the elements using dynamic memory allocation concept.

Code:

```
#include <stdio.h>
#include <stdlib.h>

int main() {
    int n=10;
    int *data;

    // Allocating memory for n elements
    data = (int *)malloc(n*sizeof(int));
    if (data == NULL) {
        printf("Error! Memory not allocated...");
        exit(0);
    }

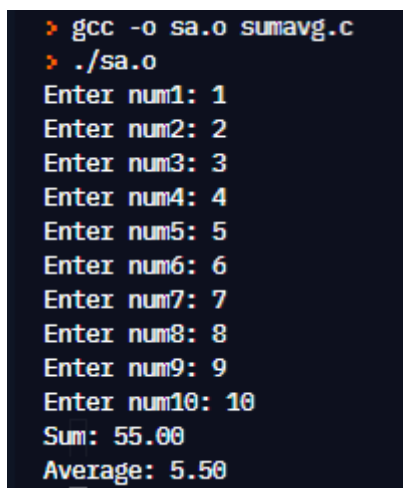
    // Storing numbers entered by the user and finding the sum, average
    float sum=0, avg;
    for (int i=0; i<n; i++) {
        printf("Enter num%d: ", i+1);
        scanf("%d", data+i);
        sum+=*(data+i);
    }
    avg=sum/n;

    printf("Sum: %.2f\n", sum);
    printf("Average: %.2f\n", avg);

    free(data);

    return 0;
}
```

Output:



```
> gcc -o sa.o sumavg.c
> ./sa.o
Enter num1: 1
Enter num2: 2
Enter num3: 3
Enter num4: 4
Enter num5: 5
Enter num6: 6
Enter num7: 7
Enter num8: 8
Enter num9: 9
Enter num10: 10
Sum: 55.00
Average: 5.50
```