absoluteSum1D

Write a C function that returns the sum of the absolute values of the elements of a *vector* with the following prototype:

```
float absoluteSum1D(int size, float vector[]);
```

where size is the number of elements in the vector.

A sample program template is given below to test the function:

```
#include <stdio.h>
#include <math.h>
float absoluteSum1D(int size, float vector[]);
int main()
{
  float vector[10];
  int i, size;

  printf("Enter vector size: \n");
  scanf("%d", &size);
  printf("Enter %d data: \n", size);
  for (i=0; i<size; i++)
    scanf("%f", &vector[i]);
  printf("absoluteSum1D(): %.2f", absoluteSum1D(size, vector));
  return 0;
}
float absoluteSum1D(int size, float vector[])
{
  /* Write your code here */
}
```

Some sample input and output sessions are given below:

(1) Test Case 1:
Enter vector size:
5
Enter 5 data:
1.1 3 5 7 9
absoluteSum1D(): 25.10

(2) Test Case 2:
Enter vector size:
6
Enter 6 data:
1 -3 5 -7 9 -2
absoluteSum1D(): 27.00

```
float absoluteSum1D(int size, float vector[])
{
   int i;
   float sum=0;

   for(i=0;i<size;i++)
   {
      if(vector[i]<0)
      {
         vector[i]=-1*vector[i];
      }
      sum = sum + vector[i];
   }
   return sum;
}
```