```
#include<stdio.h>
   int main(){
     int arr[100], sum=0, size, i, a;
     printf("Enter the size of array:");
     scanf("%d", &size);
     for(i=0;i<size;i++){
       printf("\nEnter the number:");
       scanf("%d",&arr[i]);}
     for(i=0;i<size;i++){
       sum+=arr[i];
11
12
     a=sum/size;
     printf("\nThe sum of the numbers = %d", sum);
     printf("\nThe average of the numbers = %d",a);
     return 0;
15
16 }
```

1 2 3 Enter the size of array:

Enter the number: Enter the number: Enter the number: The sum of the numbers = 6 The average of the numbers = 2

Activate Windows Go to Settings to activate Wine



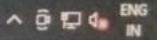










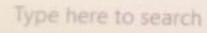






0







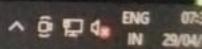


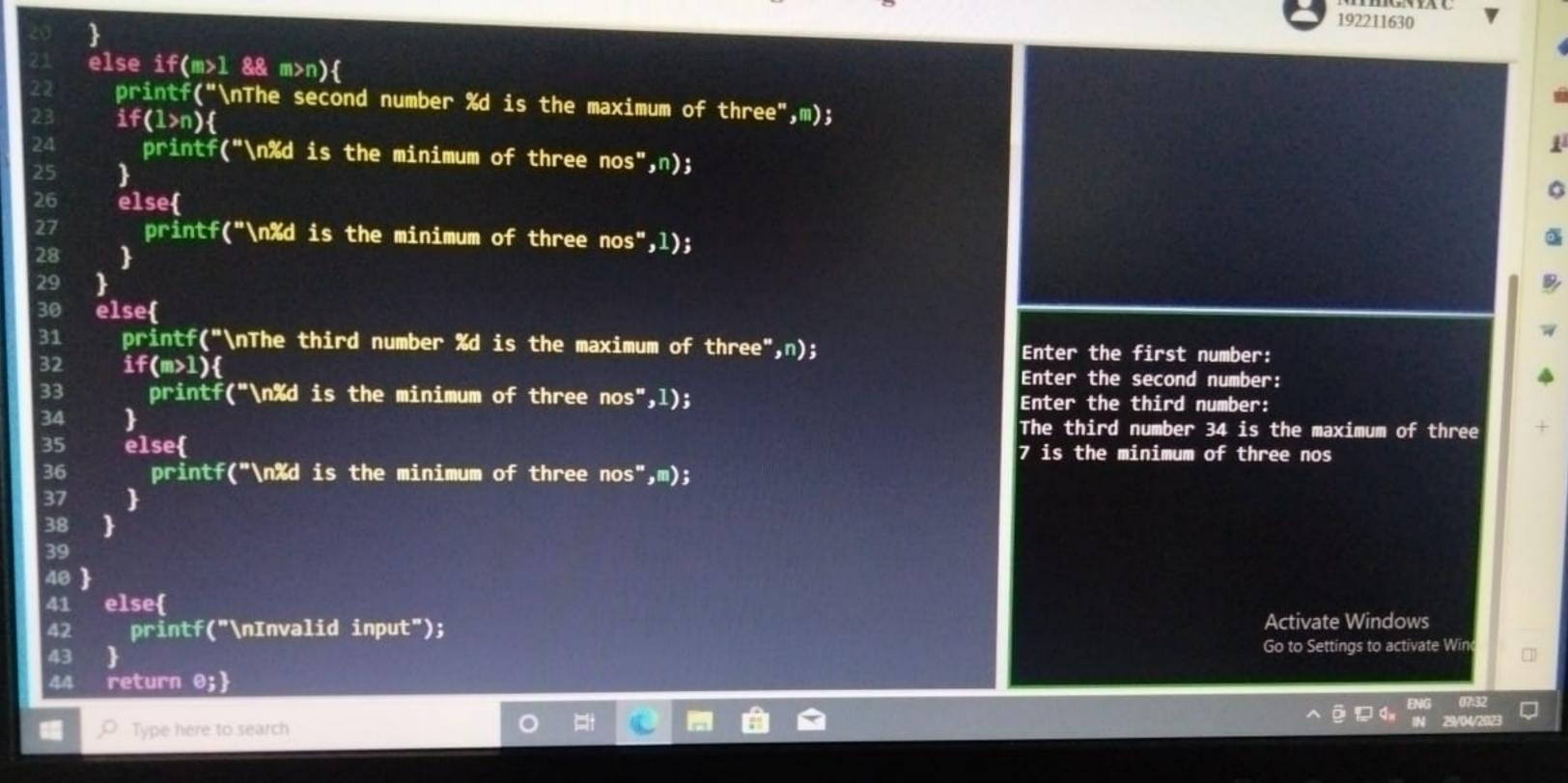












```
Write a program that calculates the area of a rectangle given its length and width.
Problem Description:
Write a program that calculates the area of a rectangle given its length and width. The program should promp
Specifically, the program should take two numeric inputs from the user, one for the length and one for the w
 Sample Input and Output:
 Example 1:
 Input:
  Length: 5
    Run
            Save
     1 #include<stdio.h>
                                                                                                       5 6
     2 int main(){
         int 1,b,a;
         printf("\nEnter length:");
         scanf("%d",&1);
          printf("\nEnter breadth:");
          scanf("%d", &b);
          a=1*b;
          printf("\nArea of the rectangle = %d",a);
          return 0;
            O. Type here to search
```

ENGINEERING

```
1 #include<stdio.h>
2 int main(){
                                                                                      1704
    int year;
    printf("Enter year:");
    scanf("%d", &year);
    if((year%4==0) && ((year%400==0) || (year%100!=0))){
       printf("It is a leap year");}
    else {
       printf("It is not a leap year");}
 10 return 0;}
                                                                                  Enter year: It is a le
```