Practical 06

1) #include <stdio.h>

int main()

// Declare a Single dimensional array with 10 elements

int array,%d[10];

// Input values to the array

printf("Enter 10 values for the array:\n");

for (int i = 0; i < 10; i++)

{

printf("Value %d: ", i + 1);

scanf("%d", &array\_1d[i]);

}

// Minimum value

int min\_value = array\_1d[0];

for (int i = 1; i < 10; i++) {

if (array\_1d[i] < min\_value)

{

min\_value = array\_1d[i];

}

}

// Maximum value

int max\_value = array\_1d[0];

for (int i = 1; i < 10; i++)

{

if (array\_1d[i] > max\_value)

{

max\_value = array\_1d[i];

}

}

// Average value

int sum = 0;

for (int i = 0; i < 10; i++)

{

sum += array\_1d[i];

}

float average\_value = (float)sum / 10;

// IV. Reverse order of values

int reverse\_array[10];

for (int i = 0; i < 10; i++)

{

reverse\_array[i] = array\_1d[9 - i];

}

// Display the results

printf("Results:\n");

printf("Minimum value: %d\n", min\_value);

printf("Maximum value: %d\n", max\_value);

printf("Average value: %.2f\n", average\_value);

printf("Reverse order of values: ");

for (int i = 0; i < 10; i++)

{

printf("%d ", reverse\_array[i]);

}

printf("\n");

return 0;

}