DATA STRUCTURE AND ALGORITHM DIGITAL ASSIGNMENT

THE GAME OF ARRAY-THE MODULO LEARNING PUZZLE

This game is made by using the C language with arrays as the data structure. An array is a collection of elements of a similar data types ,the elements can be accessed randomly using the array index data elements are stored in contiguous locations in memory thus it is used for the game so that the user can easily use it.

This game is suitable for the <u>early learners or the begineers</u> who started learning computer science or mathematics operator using basic mathematic function and is <u>new to the concept of using</u> the modulo operator or the person is a <u>self learner</u>.

In this the user(who is the player) enters 'N' number of elements which are positive numbers, each number divide themselves giving remainders. According to the code ,following the for loop the values in the array are inserted, using the if condition the largest and the second largest number are finalized. Then the greatest modulo value is found out by dividing the second largest number(max2) divided by the largest number(max1).

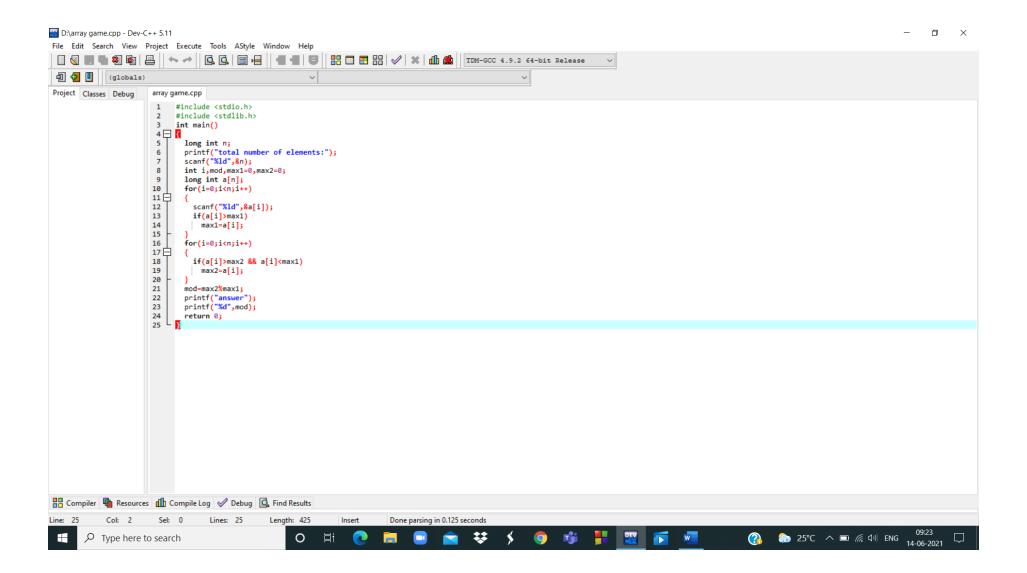
This game helps to clear the concept of modulo operator easily and also the function of the array how it is used and why it is beneficial to use it.

INPUT

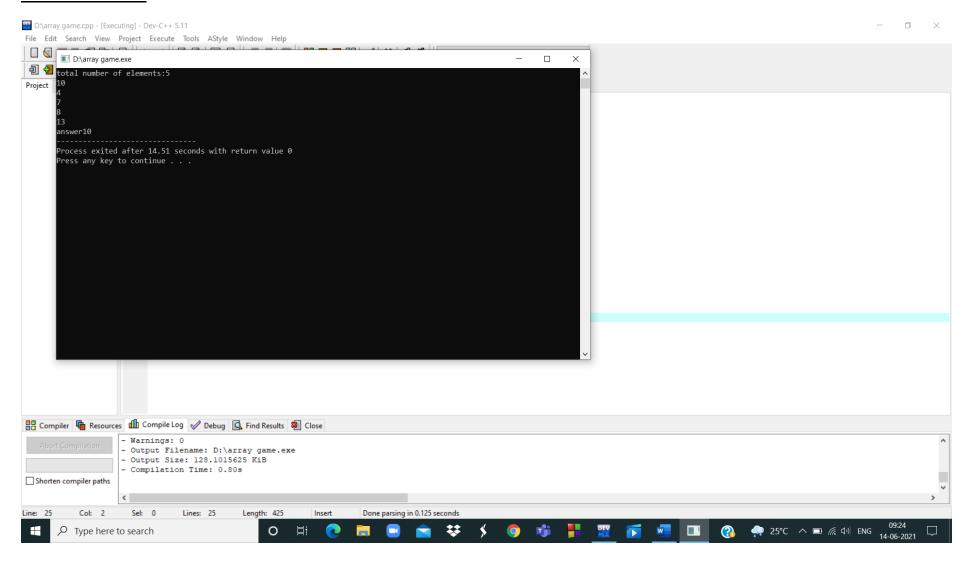
```
#include <stdio.h>
#include <stdlib.h>
int main()
{
  long int n;
  printf("total number of elements:");
  scanf("%ld",&n);
```

```
int i,mod,max1=0,max2=0;
long int a[n];
for(i=0;i<n;i++)
 scanf("%ld",&a[i]);
 if(a[i]>max1)
  \max 1=a[i];
for(i=0;i<n;i++)
 if(a[i]>max2 && a[i]<max1)
  \max 2=a[i];
```

```
mod=max2%max1;
printf("answer");
printf("%d",mod);
return 0;
}
```



OUTPUT



Video Link:-

https://drive.google.com/file/d/1m2EonATHGKS3SdFT7k4SA0H w7sp2K8ML/view?usp=sharing

The above is the video reviewing the above game, it's input and ouput.

-Name-Nishi Sinha

Registration Number-20MIS0366