

11.

```
int main()
{
    int a[5], i;

    for (i = 0; i < 5; i++)
        a[i] = i * i;

    for (i = 0; i < 5; i++)
        printf("a[%d] = %d\n", i, a[i]);

    for (i = 1; i < 5; i++)
        a[i] += i;

    for (i=0; i<5; i++)
        printf("a[%d] = %d\n", i, a[i]);
}
```

w/ pragams:

```
1. int main()
2. {
3.     int a[5], i;
4.         #pragma omp parallel
5.         {
6.             #pragma omp for
7.             for (i = 0; i < 5; i++)
8.                 a[i] = i * i;
9.
10.            #pragma omp master
11.            for (i = 0; i < 5; i++)
12.                printf("a[%d] = %d\n", i, a[i]);
13.
14.            #pragma omp for
15.            for (i = 1; i < 5; i++)
16.                a[i] += i;
17.
18.            #pragma omp master
19.            for (i=0; i<5; i++)
```

```

20.                printf("a[%d] = %d\n", i, a[i]);
21.                }
22.    }

```

Gives the following output:

```

a[0] = 0
a[1] = 1
a[2] = 6
a[3] = 12
a[4] = 20
a[0] = 0
a[1] = 2
a[2] = 6
a[3] = 12
a[4] = 20

```

12.

```

#include <stdio.h>
#include <omp.h>

int main()
{
    int i, maxv, minv, sum;
    int a[10];

    for(i=0; i<10; i++)
    {
        a[i] = rand()%1000;
        printf("%d\n", a[i]);
    }

    maxv = a[0]; minv = a[0]; sum = 0;

    for(i=0; i<10; i++)
    {
        if (maxv<a[i])
            maxv = a[i];
    }
}

```

```

        if (minv>a[i])
            minv = a[i];

        sum += a[i];
    }

    printf("max:%d\n", maxv);
    printf("min:%d\n", minv);
    printf("sum:%d\n", sum);

    return 0;
}

```

13.

```

#include <stdio.h>
#include <omp.h>

int main()
{
    omp_set_num_threads(4);

    int i = 0;
    #pragma omp parallel
    {
        #pragma omp single
        {
            #pragma omp task
            {
                printf("Am I tasking?...\n");
            }
        }
    }
}

```

14.

```

#include <stdio.h>
#include <omp.h>
#include <math.h>

int main()
{

```

```
int n=0, nMax = 1000;
float x=0, y, tempY;

for(n=0; n<nMax; n++)
{
    tempY = sin(x)/(x+1);
    y = y + tempY*tempY;
    x += .01;
}

printf("Final Y:%f\n", y);

}
```