**1**

**Console.WriteLine("enter size ");**

**int size = int.Parse(Console.ReadLine());**

**double[] arr=new double[size];**

**Console.WriteLine("enter elements ");**

**for(int i = 0; i < size; i++)**

**{**

**arr[i] = double.Parse(Console.ReadLine());**

**}**

**double sum = 0.0;**

**//for (int i = 0; i < arr.Length; i++)**

**//{**

**//}**

**foreach(double i in arr) { sum = sum + i; }**

**Console.WriteLine("sum is " + sum);**

**=================================================================**

**2**

**Console.WriteLine("enter size ");**

**int size = int.Parse(Console.ReadLine());**

**double[] arr=new double[size];**

**Console.WriteLine("enter elements ");**

**for(int i = 0; i < size; i++)**

**{**

**arr[i] = double.Parse(Console.ReadLine());**

**}**

**double max = arr[0];**

**double min = arr[0];**

**for (int i = 0; i < arr.Length; i++)**

**{**

**if (arr[i] > max) { max = arr[i]; }**

**}**

**for (int i = 0; i < arr.Length; i++) { if (arr[i] < min) { min = arr[i]; } }**

**Console.WriteLine("Max is " + max + " and Min is " + min);**

**====================================================================**

**3**

**Console.WriteLine("enter size ");**

**int size = int.Parse(Console.ReadLine());**

**double[] arr=new double[size];**

**Console.WriteLine("enter elements ");**

**for(int i = 0; i < size; i++)**

**{**

**arr[i] = double.Parse(Console.ReadLine());**

**}**

**Console.WriteLine("enter number ");**

**double number = double.Parse(Console.ReadLine());**

**int pos = -1;**

**for (int i = 0; i < arr.Length; i++)**

**{**

**if (arr[i] == number)**

**{**

**pos = i;**

**}**

**}**

**Console.WriteLine(pos);**