

2.

```
9 #include <stdio.h>
10
11 int find_min(int arr[], int size);
12 int find_max(int arr[], int size);
13
14
15 int find_min(int arr[], int size) {
16     int min = arr[0];
17     for (int i = 1; i < size; i++) {
18         if (arr[i] < min) {
19             min = arr[i];
20         }
21     }
22     return min;
23 }
24
25 int find_max(int arr[], int size) {
26     int max = arr[0];
27     for (int i = 1; i < size; i++) {
```

```
26
27     for (int i = 1; i < size; i++) {
28         if (arr[i] > max) {
29             max = arr[i];
30         }
31     }
32     return max;
33 }
34
35 int main() {
36     int numbers[] = {10, 3, 5, 12, -1, 7};
37     int size = sizeof(numbers) / sizeof(numbers[0]);
38
39     int min = find_min(numbers, size);
40     int max = find_max(numbers, size);
41
42     printf("Minimum value: %d\n", min);
43     printf("Maximum value: %d\n", max);
44
45     return 0;
46 }
```

3.

```
9 #include <stdio.h>
10
11 // Function declaration
12 void processArray(int arr[], int size);
13
14 int main() {
15     // Initialize array with arbitrary values
16     int numbers[] = {1, 2, 3, 4, 5};
17     int size = sizeof(numbers) / sizeof(numbers[0]);
18
19     // Function call
20     processArray(numbers, size);
21
22     return 0;
23 }
24
25 // Function definition
26 void processArray(int arr[], int size) {
27     // Increment each element of the array
28     for (int i = 0; i < size; ++i) {
29         ++arr[i];
30     }
31
32     // Decrement each element back
33     for (int i = 0; i < size; ++i) {
34         --arr[i];
35     }
```

```
35     }
36
37     // Check if elements are even or odd
38     for (int i = 0; i < size; ++i) {
39         if (arr[i] % 2 == 0) {
40             printf("Element is even\n");
41         } else {
42             printf("Element is odd\n");
43         }
44     }
45 }
```

input

```
Element is even
Element is odd
Element is even
Element is odd

...Program finished with exit code 0
Press ENTER to exit console.
```