**Exercícios aplicando Vetores**

1. Faça **teste de mesa** para os seguintes programas aplicando vetores e mostre conteúdo final dos vetores definidos:

void main ( ) {

static int vet [ ] = { 10, 20, 35, 40, 50 };

int c, aux;

for ( c = 0; c < 4; c++ )

if ( vet [ c ] == 20 )

vet [ c ] = 5;

else if ( vet [ c ] % 2 == 1 )

aux = vet [ c ] / 10;

else if ( vet [ c ] >= 40 )

vet [ c ] = vet [ c-1 ];

vet [ 0 ] = vet [ aux ];

}

void main ( ) {

static int vet [ 9 ];

int ind, aux = 3;

for ( ind = 0; ind < 9; ind++ )

vet [ ind ] = ind + 1;

for ( ind = 2; ind < 7; ind++ )

if ( vet [ ind ] >= 1 && vet [ ind ] <= 3 )

vet [ ind ] = ind + 10;

else if ( vet [ ind ] % 2 == 0 )

vet [ ind ] = vet [ ind ] + vet [ ind + 3 ];

else

aux = vet [ ind ];

vet [ aux ] = vet [ 8 ] \* 2;

}

void main ( ) {

static int vetA [ 5 ] = { 4, 7, 1, 20, 87 };

static int vetB [ 5 ] = { 1, 5, 8, 3, 6 };

static int vetC [ 5 ];

int i;

for ( i = 0; i < 5; i++ )

if ( vetA [ i ] % 2 == 0 )

vetC [ i ] = vetA [ i ];

else if ( vetB [ i ] % 2 == 0 )

vetC [ i ] = vetB [ i ];

}

void main ( ) {

static int vetA [ 5 ] = { 4, 7, 1, 20, 87 };

static int vetB [ 5 ] = { 1, 5, 8, 3, 6 };

static int vetC [ 5 ], vetD [ 5 ];

int i, j;

for ( j = 0, i = 4; i > 0; )

vetC [ j++ ] = vetA [ i-- ];

for ( j = 5, i = 0; i < 5; i++ )

if ( vetB [ i ] > 3 )

vetD [ --j ] = vetB [ i ];

}