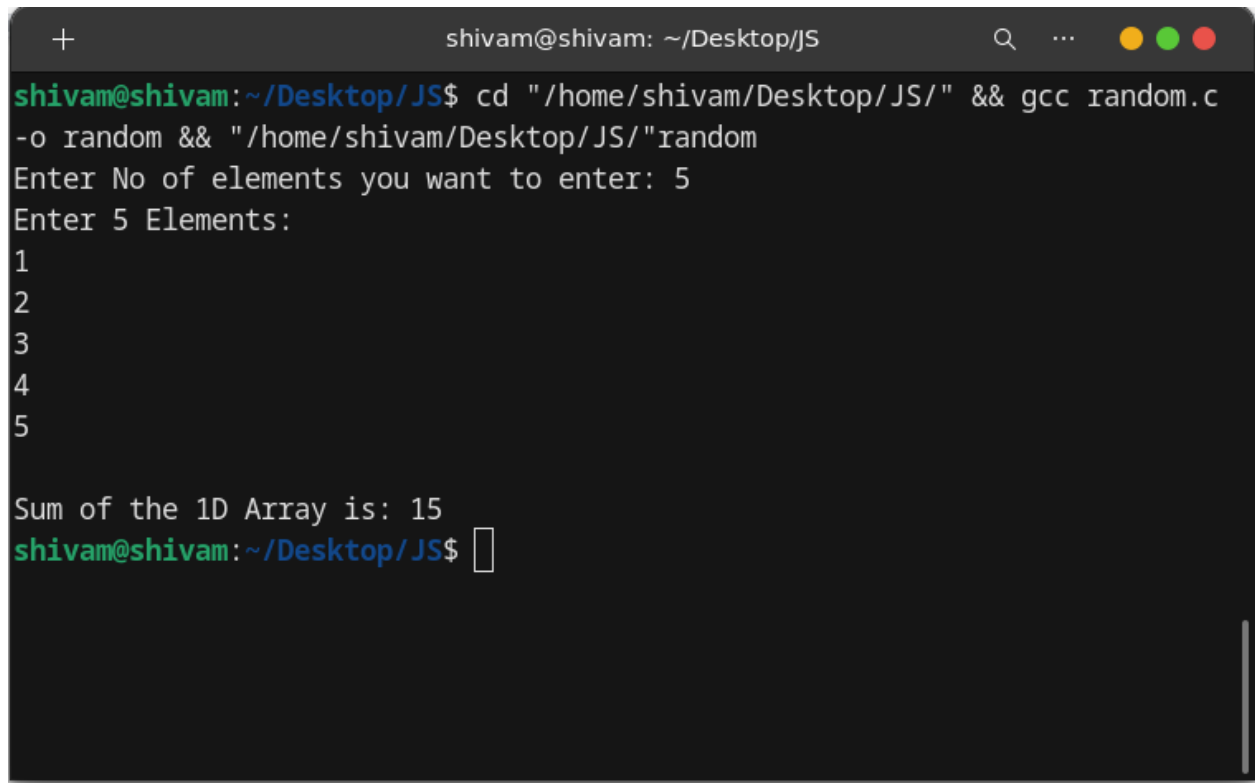


Program 1: Write a program to perform operations on 1D array

Code:

```
#include<stdio.h>
int main(){
    int i, j, n, s=0, arr[10];
    printf("Enter No of elements you want to enter: ");
    scanf("%d", &n);
    printf("Enter %d Elements:\n",n);
    for(i=0;i<n;i++){
        scanf("%d",&arr[i]);
        s+=arr[i];
    }
    printf("\nSum of the 1D Array is: %d\n",s);
    return 0;
}
```

Output:

A terminal window with a dark background and light-colored text. The window title bar shows a plus icon, the text 'shivam@shivam: ~/Desktop/JS', and standard window control buttons (magnifying glass, three dots, yellow, green, red). The terminal content shows a C program being compiled and executed. The user enters '5' for the number of elements and '1 2 3 4 5' for the elements themselves. The program outputs the sum of these elements as 15.

```
shivam@shivam:~/Desktop/JS$ cd "/home/shivam/Desktop/JS/" && gcc random.c
-o random && "/home/shivam/Desktop/JS/"random
Enter No of elements you want to enter: 5
Enter 5 Elements:
1
2
3
4
5

Sum of the 1D Array is: 15
shivam@shivam:~/Desktop/JS$
```

Program 2: Write a Program to perform operations on 2D Array

Code:

```
#include<stdio.h>
int main(){
    int i, j, r, c, s=0, arr[10][10];
    printf("Enter No of rows and columns you want to enter: ");
    scanf("%d%d", &r,&c);
    for(i=0;i<r;i++){
        for(j=0;j<c;j++){
            scanf("%d",&arr[i][j]);
            s+=arr[i][j];
        }
    }
    printf("\nEntered Array is \n\n");
    for(i=0;i<r;i++){
        for(j=0;j<c;j++){
            printf("%d ",arr[i][j]);

        }
        printf("\n");
    }
    printf("\nSum of the 2D Array is: %d\n",s);
    return 0;
}
```

Output:

```
shivam@shivam: ~/Desktop/JS
shivam@shivam:~/Desktop/JS$ cd "/home/shivam/Desktop/JS/" && gcc random.c
-o random && "/home/shivam/Desktop/JS/"random
Enter No of rows and columns you want to enter: 3 3
1
2
3
4
5
6
7
8
9

Entered Array is

1 2 3
4 5 6
7 8 9

Sum of the 2D Array is: 45
shivam@shivam:~/Desktop/JS$
```