```
...-OneDimensionalArray\03-UserInputArrays\UserInputArrays.c
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```
1 #include <stdio.h>
 2
 3 // MACRO CONSTANT USED AS ARRAY SIZE IN SUBSCRIPT AND AS ARRAY LENGTH.
 4 // HENCE, THIS PROGRAM'S ARRAYS' SIZES CAN BE SIMPLY CHANGED BY CHANGING THESE
      FOLLOWING 3 GLOBAL MACRO CONSTANT VALUES, BEFORE COMPILING, LINKING AND
      EXECUTING THE PROGRAM !!!
 5
 6 #define INT ARRAY NUM ELEMENTS 5
 7 #define FLOAT ARRAY NUM ELEMENTS 3
 8 #define CHAR_ARRAY_NUM_ELEMENTS 15
10 int main(void)
11 {
12
        //variable declarations
13
        int iArray[INT_ARRAY_NUM_ELEMENTS];
        float fArray[FLOAT_ARRAY_NUM_ELEMENTS];
14
15
        char cArray[CHAR_ARRAY_NUM_ELEMENTS];
        int i, num;
16
17
18
        //code
19
        // ****** ARRAY ELEMENTS INPUT *******
20
        printf("\n\n");
21
        printf("Enter Elements For 'Integer' Array : \n");
22
23
        for (i = 0; i < INT_ARRAY_NUM_ELEMENTS; i++)</pre>
24
            scanf("%d", &iArray[i]);
25
26
        printf("\n\n");
        printf("Enter Elements For 'Floating-Point' Array : \n");
27
28
        for (i = 0; i < FLOAT ARRAY NUM ELEMENTS; i++)</pre>
            scanf("%f", &fArray[i]);
29
30
        printf("\n\n");
31
32
        printf("Enter Elements For 'Character' Array : \n");
33
        for (i = 0; i < CHAR_ARRAY_NUM_ELEMENTS; i++)</pre>
34
        {
35
            cArray[i] = getch();
36
            printf("%c\n", cArray[i]);
37
38
        // ****** ARRAY ELEMENTS OUTPUT *******
39
        printf("\n\n");
40
        printf("Integer Array Entered By You : \n\n");
41
42
        for (i = 0; i < INT ARRAY NUM ELEMENTS; i++)</pre>
            printf("%d\n", iArray[i]);
43
44
        printf("\n\n");
45
46
        printf("Floating-Point Array Entered By You : \n\n");
47
        for (i = 0; i < FLOAT_ARRAY_NUM_ELEMENTS; i++)</pre>
48
            printf("%f\n", fArray[i]);
49
        printf("\n\n");
50
```

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2
       printf("Character Array Entered By You : \n\n");
       for (i = 0; i < CHAR_ARRAY_NUM_ELEMENTS; i++)
52
53
           printf("%c\n", cArray[i]);
54
       return(0);
55
56 }
57
58
```