```c
#include <stdio.h>

// MACRO CONSTANT USED AS ARRAY SIZE IN SUBSCRIPT AND AS ARRAY LENGTH.
// 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 !!!

#define INT_ARRAY_NUM_ELEMENTS 5
#define FLOAT_ARRAY_NUM_ELEMENTS 3
#define CHAR_ARRAY_NUM_ELEMENTS 15

int main(void)
{
    //variable declarations
    int iArray[INT_ARRAY_NUM_ELEMENTS];
    float fArray[FLOAT_ARRAY_NUM_ELEMENTS];
    char cArray[CHAR_ARRAY_NUM_ELEMENTS];
    int i, num;

    //code

    // ********** ARRAY ELEMENTS INPUT **********
    printf("\n\n");
    printf("Enter Elements For 'Integer' Array : \n");
    for (i = 0; i < INT_ARRAY_NUM_ELEMENTS; i++)
        scanf("%d", &iArray[i]);

    printf("\n\n");
    printf("Enter Elements For 'Floating-Point' Array : \n");
    for (i = 0; i < FLOAT_ARRAY_NUM_ELEMENTS; i++)
        scanf("%f", &fArray[i]);

    printf("\n\n");
    printf("Enter Elements For 'Character' Array : \n");
    for (i = 0; i < CHAR_ARRAY_NUM_ELEMENTS; i++)
    {
        cArray[i] = getch();
        printf("%c\n", cArray[i]);
    }

    // ********** ARRAY ELEMENTS OUTPUT **********
    printf("\n\n");
    printf("Integer Array Entered By You : \n\n");
    for (i = 0; i < INT_ARRAY_NUM_ELEMENTS; i++)
        printf("%d\n", iArray[i]);

    printf("\n\n");
    printf("Floating-Point Array Entered By You : \n\n");
    for (i = 0; i < FLOAT_ARRAY_NUM_ELEMENTS; i++)
        printf("%f\n", fArray[i]);

    printf("\n\n");
```

```c
    printf("Character Array Entered By You : \n\n");
    for (i = 0; i < CHAR_ARRAY_NUM_ELEMENTS; i++)
        printf("%c\n", cArray[i]);

    return(0);
}
```