Initialize array and apply it to solve 1D and 2D array problems.

a) #include <stdio.h>

int i, j, transpose[5][3]; int matrix $[3][5] = \{$ 

int main()

- Write a C program to obtain transpose of a 3 x 5 matrix.
- Write a C program to multiply two matrices whose elements as well as number of b. rows and columns are entered through keyboard.
- Write a C program to implement Selection Sort on 10 numbers entered through keyboard.

```
1,2,3,4,5,6,7,8,9,10,11,12,13,14,15
        for (i=0; i < 3; i++)
        for (i = 0; i < 5; i++)
        transpose[j][i] = matrix[i][j];
        printf("Entered matrix is:\n");
        for (i = 0; i < 3; i++)
        for (j = 0; j < 5; j++)
        printf("%d\t", matrix[i][j]);
        printf("\n");
        printf("Transpose of the matrix is:\n");
        for (i = 0; i < 5; i++)
        for (j = 0; j < 3; j++)
        printf("%d\t", transpose[i][j]);
        printf("\n");
        return 0;
        }
.: b)
        #include<stdio.h>
        int main()
        int m, n, p, q, i, j, k;
        int a[10][10], b[10][10], res[10][10];
        printf("Enter the order of first matrix\n");
        scanf("%d%d", & m, & n);
        printf("Enter the order of second matrix\n");
        scanf("%d%d", & p, & q);
        if (n != p)
        printf("Matrix is incompatible for multiplication\n");
        else
```

```
printf("Enter the elements of Matrix-A:\n");
     for (i = 0; i < m; i++)
              for (j = 0; j < n; j++)
                      scanf("%d", & a[i][j]);
       printf("Enter the elements of Matrix-B:\n");
      for (i = 0; i < p; i++)
              for (j = 0; j < q; j++)
                      scanf("%d", & b[i][j]);
      for (i = 0; i < m; i++)
              for (j = 0; j < q; j++)
                      res[i][j] = 0;
                      for (k = 0; k < p; k++)
                               res[i][j] += a[i][k] * b[k][j];
              }
     printf("The product of the two matrices is:-\n");
     for (i = 0; i < m; i++)
              for (j = 0; j < q; j++)
                      printf("%d\t", res[i][j]);
              printf("\n");
return 0;
```

c) Set the first element of the array as minimum.

Minimum = 20

Compare the minimum with the next element, if it is smaller than minimum assign this element as minimum. Do this till the end of the array.

Comparing with 12:20 > 12, minimum = 12

Comparing with 23:12 < 23, minimum = 12

Comparing with 55:12 < 55, minimum = 12

Comparing with 21:12 < 21, minimum = 12

Place the minimum at the first position( index 0) of the array.

```
Array = \{12, 20, 23, 55, 21\}
for the next iteration, start sorting from the first unsorted element i.e. the element next to where
the minimum is placed.
Array = \{12, 20, 23, 55, 21\}
Searching starts from 20, next element where minimum is placed.
Iteration 2:
Minimum = 20
Comparing with 23:20 < 23, minimum = 20
Comparing with 55:20 < 55, minimum = 20
Comparing with 21:20 < 21, minimum = 20
Minimum in place no change,
Array = \{12, 20, 23, 55, 21\}
Iteration 3:
Minimum = 23.
Comparing with 55:23 < 55, minimum = 23
Comparing with 21:23 > 21, minimum = 21
Minimum is moved to index = 2
Array = \{12, 20, 21, 55, 23\}
Iteration 4:
Minimum = 55
Comparing with 23:23 < 55, minimum = 23
Minimum in moved to index 3 Array = {12, 20, 21, 23, 55}
#include <stdio.h>
int main()
int arr[10] = \{6,12,0,18,11,99,55,45,34,2\};
int n=10;
int i, j, position, swap;
for (i = 0; i < (n - 1); i++)
position = i;
for (j = i + 1; j < n; j++)
       if (arr[position] > arr[i])
       position = i;
if (position != i)
swap = arr[i];
arr[i] = arr[position];
```

}

arr[position] = swap;

```
for (i = 0; i < n; i++)
printf("%d\t", arr[i]);
return 0;
}
* C program to create Simple Calculator using switch case
#include <stdio.h>
int main()
  char op;
  float num1, num2, result=0.0f;
  /* Print welcome message */
  printf("WELCOME TO SIMPLE CALCULATOR\n");
  printf("----\n");
  printf("Enter [number 1] [+ - * /] [number 2]\n");
  /* Input two number and operator from user */
  scanf("%f %c %f", &num1, &op, &num2);
  /* Switch the value and perform action based on operator*/
  switch(op)
    case '+':
       result = num1 + num2;
       break;
    case '-':
       result = num1 - num2;
       break;
    case '*':
       result = num1 * num2;
       break;
    case '/':
       result = num1 / num2;
       break;
    default:
       printf("Invalid operator");
  }
  /* Prints the result */
  printf("%.2f %c %.2f = %.2f", num1, op, num2, result);
  return 0;
```