Lab sheet 7

1. Write a program to enter 10 floating numbers in an array and display it Code:

```
#include <stdio.h>
int main()
{
    float num[10];
    printf("\nEnter 10 decimal numbers: ");

    for (int i = 0; i < 10; ++i)
        scanf("%f", &num[i]);

    printf("\nYou Entered");
    for (int i = 0; i < 10; ++i)
        printf("\n %f ", num[i]);

    return 0;
}</pre>
```

Output:

```
You Entered
5.200000
2.300000
56.200001
25.900000
6.300000
5.200000
4.500000
3.200000
5.600000
8.200000
PS D:\Career\btech\practical\c progaramming 1\lab sheet 6 7\Labsheet7>
```

2. Write a program to display largest and smallest element of an array defined in Q.No. 1

```
#include <stdio.h>
```

```
float smallest_num(float A[10])
    float sm = A[0];
   for (int k = 0; k < 10; ++k)
        if(A[k] < sm)
           sm = A[k];
float largest_num(float A[10])
    float lg = A[0];
    for (int i = 0; i < 10; ++i) {
       if (A[i] > lg)
            lg = A[i];
   return lg;
int main()
   float num[10], largest, smallest;
   printf("\nEnter 10 decimal numbers: ");
   for (int i = 0; i < 10; ++i)
        scanf("%f", &num[i]);
   largest = largest_num(num);
   smallest = smallest_num(num);
   printf("\nLargest number in array is: %f", largest);
   printf("\nSmallest number in array is: %f", smallest);
   return 0;
```

```
Enter 10 decimal numbers: 5.2 2.3 56.2 25.9 6.3 5.2 4.5 3.2 5.6 8.2

Largest number in array is: 56.200001

Smallest number in array is: 2.300000

PS D:\Career\btech\practical\c progaramming 1\lab sheet 6 7\Labsheet7>
```

- 3. Write a program to initialize one dimensional array of size 8 and display the sum and average of array elements
- 4. #include <stdio.h>

```
6. int main()
8.
        float num[8], sum=0, avg;
10.
       printf("\nEnter 8 numbers: ");
11.
       for (int i = 0; i < 8; ++i)
13.
           scanf("%f", &num[i]);
14.
           sum += num[i];
16.
       avg = sum/8;
18.
19.
       printf("\nSum of elements is: %f", sum);
20.
       printf("\nAverage of elements is: %f", avg);
21.
22.
       return 0;
23. }
```

```
Enter 8 numbers: 5.2 2.3 56.2 25.9 6.3 5.2 4.5 3.2 5.6 8.2

Sum of elements is: 108.799995

Average of elements is: 13.599999

PS D:\Career\btech\practical\c progaramming 1\lab sheet 6 7\Labsheet7> []
```

4. Write a program to read two matrices of order 3 * 2, add them and display the resultant matrix in matrix form

```
Enter Matrix A data: 5
4
5
7
8
5
Enter Matrix B data: 6
4
4
5
5
5
Resultant Matrix is:
11 8
9 12
13 10
PS D:\Career\btech\practical\c progaramming 1\lab sheet 6 7\Labsheet7>
```

5. Write a program to multiply two 3*3 matrix.

```
#include <stdio.h>
void readMatrix(int A[3][3])
    for(int i=0; i<3; i++)
        for(int j=0; j<3; j++)</pre>
            scanf("%d", &A[i][j]);
void showMatrix(int ARR[3][3])
    for(int i=0; i<3; i++)</pre>
        for(int j=0; j<3; j++)</pre>
            printf("%d ", ARR[i][j]);
        printf("\n");
void multiply(int A[3][3], int B[3][3], int C[3][3])
    for (int i = 0; i < 3; i++) {
        for (int j = 0; j < 3; j++) {
            C[i][j] = 0;
            for (int k = 0; k < 3; k++)
                C[i][j] += A[i][k] * B[k][j];
int main()
    int MatA[3][3], MatB[3][3], MatC[3][3];
    printf("\nEnter Matrix A data: ");
    readMatrix(MatA);
    printf("\nEnter Matrix B data: ");
    readMatrix(MatB);
    multiply(MatA, MatB, MatC);
    printf("\n\nResultant Matrix is: \n");
    showMatrix(MatC);
    return 0;
```

```
Enter Matrix A data: 2
2
4
5
7
8
9
5
2
Enter Matrix B data: 1
2
5
4
7
8
5
5
5
Resultant Matrix is:
30
   38 46
73 99 121
39 63 95
PS D:\Career\btech\practical\c progaramming 1\lab sheet 6 7\Labsheet7>
```

6. Write a program to read a string and check for palindrome without using string related function (a string is palindrome if its half is mirror by itself eg: abcdcba).

```
#include <stdio.h>
int main()
{
    int length=0, flag=1;
    char word[20], rev_str[20];

    printf("\nEnter Your String: ");
    scanf("%s", &word);

    for (int i = 0; word[i] != '\0'; i++)
        length++;

    for(int i=length-1; i>=0; i--)
        rev_str[length-i-1] = word[i];
```

```
for(int j=0; j<length/2; j++)
    if(rev_str[j] != word[j])
        flag=0;

if(flag==0)
    printf("\nNot a pallindrome string");
else
    printf("\nPallindrome String");
return 0;
}</pre>
```

```
Enter Your String: abcdcba

Pallindrome String
```