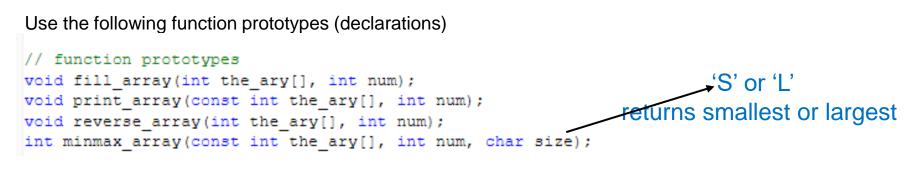
## EE 2905

Dr. Johnson

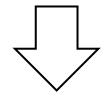
## Program 5

No capabilities beyond those discussed in class or in the notes are allowed Write a program to request a size and values for a 1-D array. Repeat the inputs, reverse the array, and find the largest and smallest values



Turn in your code, and screenshots for values of size = 6 values: 234567 -12-34-56

> size = 12 values: 10 20 40 35 50 60 70 87 72 100 400 300



/ program\_5 project / created 8/12/21 by tj / rev 0 States of the second second / Program to practice with arrays / inputs: # of elements, values / outputs: print array, reversed, largeset, smallest include "mbed.h" include <stdio.h> needed when printing / function prototypes and the second s oid fill\_array(int the\_ary[], int num); oid print array(const int the ary[], int num); oid reverse array(int the ary[], int num); nt minmax\_array(const int the ary[], int num, char size nt main (woid) { setbuf(stdout, NULL); // disable buffering when print // splash printf("\n\nprogram\_5\n"); printf("Using Mbed OS version %d.%d.%d\n\n", MBED MAJOR VERSION, MBED MINOR VERSION, MBED PATCH VERSION); and the second second second printf("Welcome to my array program\n\n"); the started in the second int N: int tmp; search in the second second printf("How large an array would you like? "); the static P Man and the I is a stascanf( I); int ary1[N]; // infinte loop and the party is the same state. while(1){ // fill the int array fill\_array( ); // ack printf("you entered: "); And in case of the second second print\_array( ]); // reverse printf("The array reversed is: "); and the second second reverse array( 1); // modifies the original array print\_array( ]); // min/max tmp = minmax\_array( 1); printf("The largest value in your array is: %i\n", tmp); tmp = minmax array( 5) ÷ and the second rank printf("The smallest value in your array is: %i\n", tmp); of the local division of the local divisione printf("\n"); ----}// end while return 0; // end main

## End up with something like this - check your values!

