Filling the array with random numbers of different signs within the range (-50; 50) so that about a third of the numbers are positive, about a third are negative and about a third are zeros

```c
void sumArray(int arr[], int length) {

  int mycase;

  for (int i = 0; i < length; i++) {

    mycase=rand()%3;

    if(mycase==0)

    {

        arr[i] = rand() % 50;

    }

    else if(mycase==1)

    {

        arr[i] = (-1)*rand() % 50;

    }

    else if(mycase==2)

    {

        arr[i] =0;

    }

  }

}
```


45,0,-4,17,28,-7,-8,0,0,0

hint

use %3