

```
[■]  
#include<math.h>  
void main()  
{  
int a,b,c;  
float s,d,area;  
clrscr();  
printf("enter three slides:");  
scanf("%d%d%d",&a,&b,&c);  
s=(a+b+c)/2;  
d=(s*(s-a)*(s-b)*(s-c));  
area=sqrt(d);  
printf("area of triangle=%f sq units\n",area);  
getch();  
}
```

enter three slides:5 6 7

area of triangle=14.696939 sq units

=



```
void main()
{
    char string[40];
    clrscr();
    printf("Enter the string to check palindrome or not.\n");
    printf("Enter a string :");
    scanf("%s",string);
    if(ispalindrome(string))
        printf("The given string %s is a palindrome.\n",string);
    else
        printf("The given string %s is a palindrome.\n",string);
    getch();
}
```

\* 37:30 \*

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Enter the string to check palindrome or not.

Enter a string :madam

The given string madam is a palindrome.

Enter the number:123

123 is not an armstrong number.



[■] PALINDRO.C

```
#include<stdio.h>
#include<conio.h>
#include<string.h>
enum boolean {false,true};
enum Boolean ispalindrome(char string[])
{
    int left,right,len=strlen(string);
    enum boolean matched =true;
    if(len==0)
        return true;
    left=0;
    right=len-1;
    while(left<right && matched)
    {
```

\* 5:30

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[■] BAUYAM.C

```
#include<stdio.h>
#include<conio.h>
void main()
{
int i,j,n,s,term;
//clrscr();
printf("enter the value n:");
scanf("%d",&n);
s=0;
for(i=1;i<=n;i++)
{
term=0;
for(j=1;j<=i;j++)
{
term=term+j;
}
s=s+term;
}
printf("sum of the series S=%d.,s);
getch();
```

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[■]

#include<conio.h>

void main()

{

int i,j,n,s,term;

//clrscr();

printf("enter the value n:");

scanf("%d",&n);

s=0;

for(i=1;i<=n;i++)

{

term=0;

for(j=1;j<=i;j++)

{

term=term+j;

}

s=s+term;

}

printf("sum of the series S=%d.,s);

getch();

}

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LEESHA.C

```
#include<stdio.h>
#include<conio.h>
void main()
{
int a,b,c,d,e;
clrscr();
printf("Enter the number:");
scanf("%d",&a);
e=a;
while(a>0)
{
b=a%10;
c=b*b*b;
```

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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu



```
while(a>0)
{
b=a%10;
c=b*b*b;
a=a/10;
d=c+d;
}
if(e==d)
printf("%d is an armstrong number.",e);
else
printf("%d is not an armstrong number.",e);
getch();
}
```

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PALINDRO.C

```
{
if(string[left]!=string[right])
matched=false;
else
{
left++;
right--;
}
}
return matched;
}
void main()
{
char string[40];
```

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Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make

enter the value of  $\sqrt{61}$   
square root of 61.00 is 7.81\_



enter the value of x:81  
square root of 81.00 is 9.00\_

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

void main()
{
float x;
clrscr();
printf("enter the value of x:");
scanf("%f",&x);
printf("square root of %6.2f is %6.2f",x,sqrt(x));
getch();
}
```

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```
include<conio.h>
include<math.h>

void main()
{
    int a,b,c;
    float s,d,area;
    clrscr();
    printf("enter three slides:");
    scanf("%d%d%d",&a,&b,&c);
    s=(a+b+c)/2;
    d=(s*(s-a)*(s-b)*(s-c));
    area=sqrt(d);
    printf("area of triangle=%f sq units\n",area);
    1:1
```

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```
#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
int a,b,c;
float s,d,area;
clrscr();
printf("enter three sides:");
scanf("%d%d%d",&a,&b,&c);
s=(a+b+c)/2;
d=(s*(s-a)*(s-b)*(s-c));
area=sqrt(d);
printf("area of triangle=%f sq units\n",area);
```

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F1 Help Alt-F8 Next Msg Alt-F7 Prev Msg Alt-F9 Compile F9 Make F10 Men