

UOTINGOZ.C

Project Options Window

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

void main()
{
    int age;
    clrscr();
    printf("Enter the age of a person:");
    scanf("%d",&age);
    if(age<17)
        printf("\n person is not eligible for voting");
    else if(age>=18)
        printf("\n person is eligible for voting");
    getch();
}
```

8:6

Message 2

•Compiling UOTINGOZ.C:
Linking ..\SOURCE\UOTINGOZ.EXE:

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

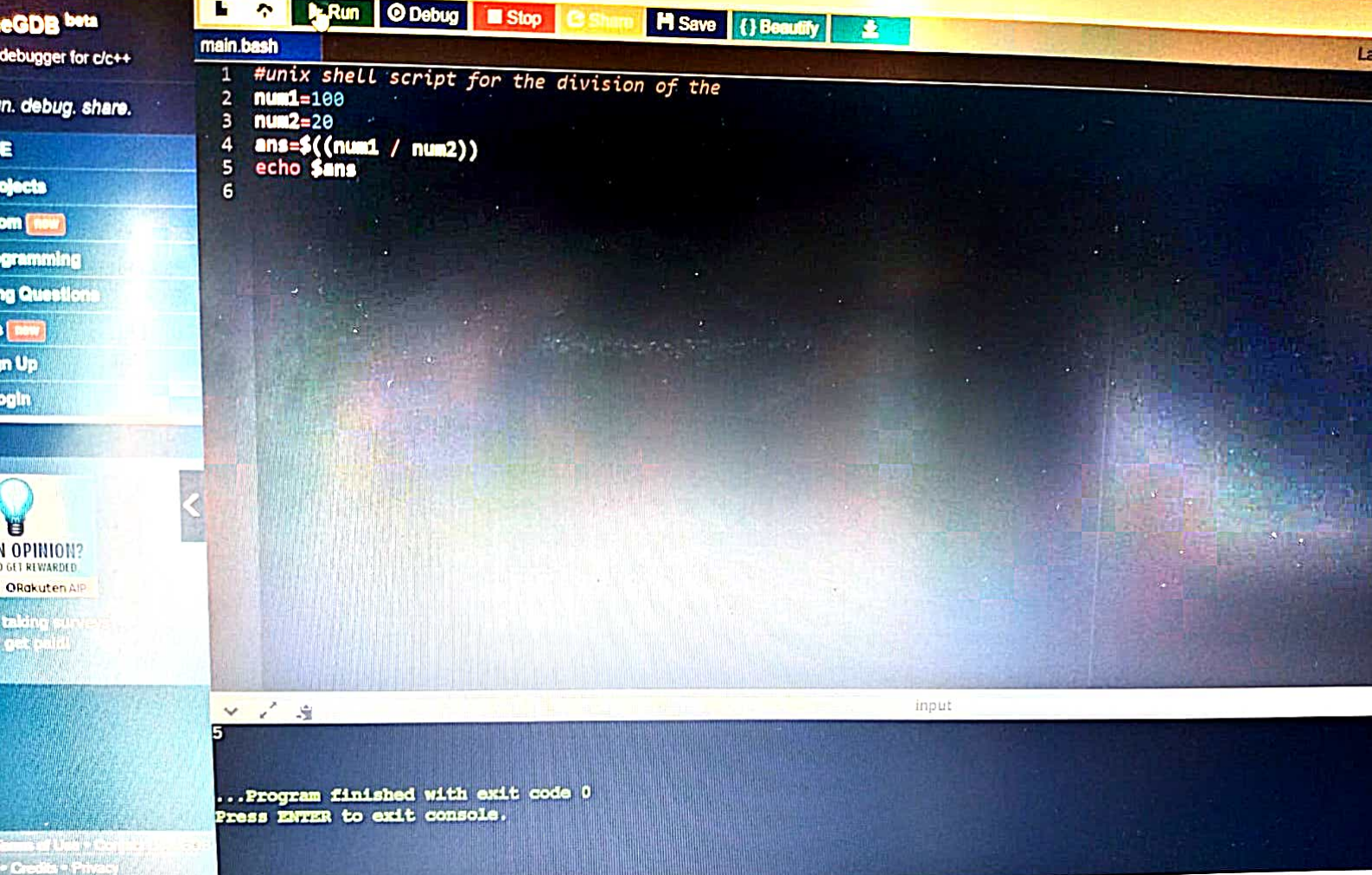
the age of a person:16

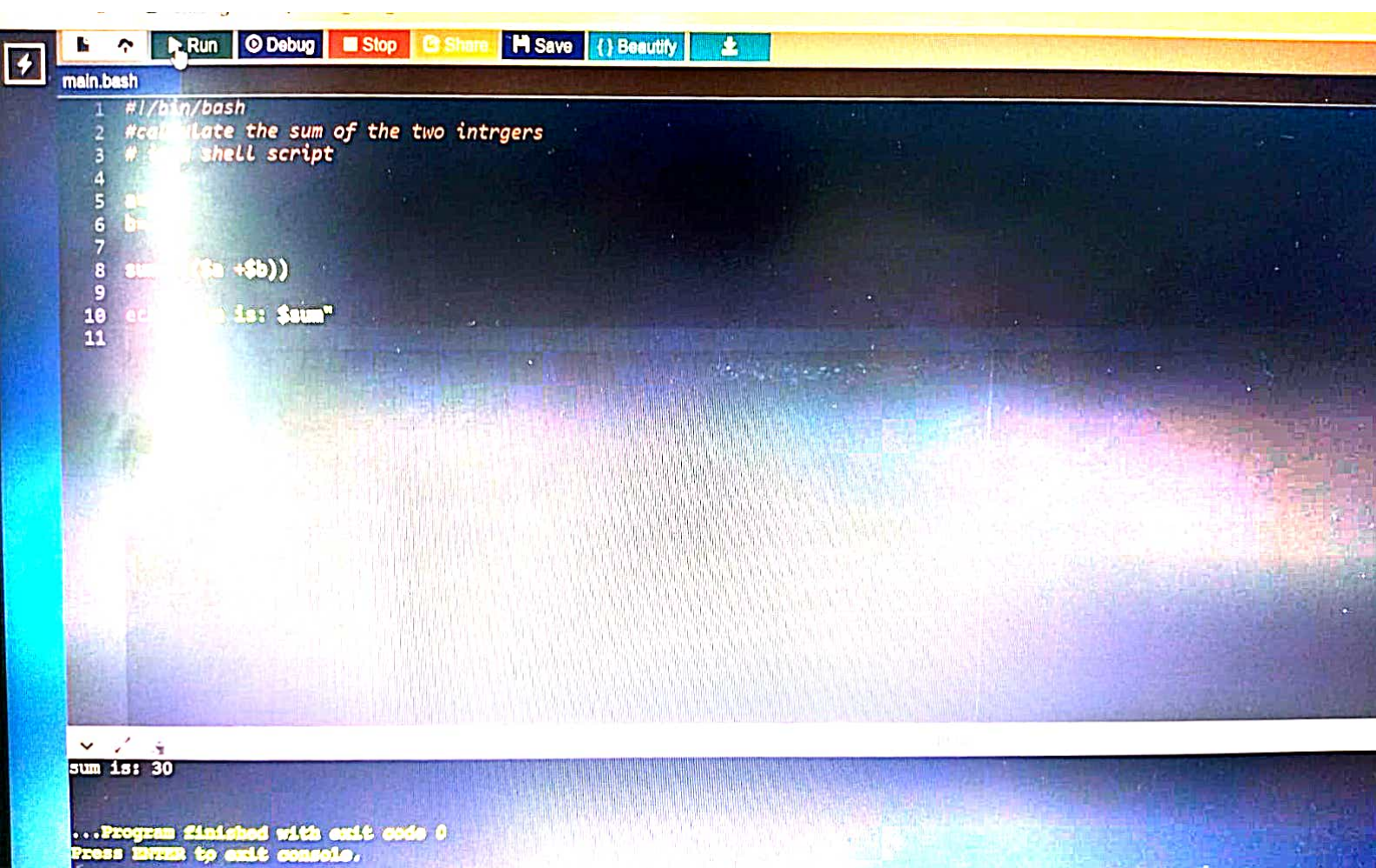
son is not eligible for voting



```
main.hack
1 #shell program to multiply two numbers
2 num1=10
3 num2=20
4 ans=$((num1 * num2))
5 echo $ans
```







The image shows a screenshot of an IDE window with a dark theme. The top toolbar includes buttons for Run, Debug, Stop, Share, Save, Beautify, and a user icon. The editor displays a shell script named 'main.bash' with the following content:

```
1 #!/bin/bash
2 #calculate the sum of the two intrgers
3 #this is a shell script
4
5 a=10
6 b=20
7
8 sum=$((a+$b))
9
10 echo "The sum is: $sum"
11
```

Below the editor, the console output shows the result of the script execution:

```
sum is: 30
```

At the bottom of the console, a message indicates the program's completion:

```
...Program finished with exit code 0
Press ENTER to exit console.
```