

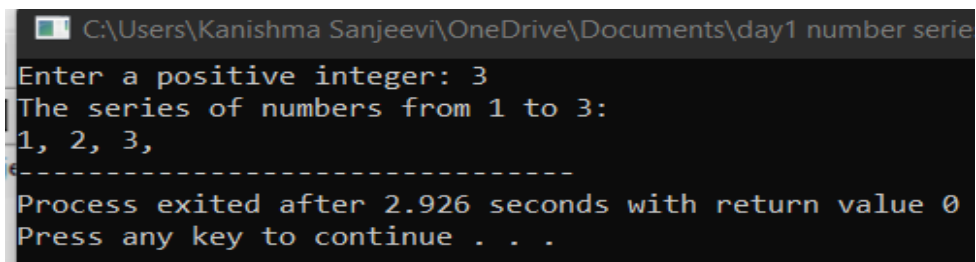
# FUNDAMENTALS OF COMPUTING

## DAY-1

### 1.Generation of number series 1,2,3,.....,n.

```
#include<stdio.h>
#include<conio.h>
int main()
{
    int i, number;
    printf("\n Please Enter the Maximum Limit Value : ");
    scanf("%d", &number);
    printf("\n Even Numbers between 1 and %d are : \n", number);
    for(i = 1; i <= number; i++)
    {
        if ( i % 2 == 0 )
        {
            printf(" %d\n", i);
        }
    }
    return 0;
}
```

OUTPUT:



```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 number serie
Enter a positive integer: 3
The series of numbers from 1 to 3:
1, 2, 3,
Press any key to continue . . .
Process exited after 2.926 seconds with return value 0
```

### 2.Generation of even number series.

```
day1 product series(factorial of given number).cpp
1  #include <stdio.h>
2
3  int main() {
4      int n, i;
5
6      printf("Enter a positive integer: ");
7      scanf("%d", &n);
8
9      printf("The series of numbers from 1 to %d: \n", n);
10     for (i = 1; i <= n; ++i) {
11         printf("%d, ", i);
12     }
13     return 0;
14 }
```

## OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 even series.

Please Enter the Maximum Limit Value : 5

Even Numbers between 1 and 5 are :
2
4

-----
Process exited after 2.44 seconds with return value 0
Press any key to continue . . .
```

## 3.Generation of odd series.

```
#include<stdio.h>
#include<conio.h>
int main()
{
    int i, n;
    printf("Print odd numbers till: ");
    scanf("%d", &n);
    printf("All odd numbers from 1 to %d are: \n", n);
    for(i=1; i<=n; i++)
    {
        if(i%2!=0)
        {
            printf("%d\n", i);
        }
    }
    return 0;
}
```

## OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 odd number series.exe

Print odd numbers till: 5
All odd numbers from 1 to 5 are:
1
3
5

-----
Process exited after 2.264 seconds with return value 0
Press any key to continue . . .
```

#### 4.Generation of Fibonacci series.

```
1 #include<stdio.h>
2 int main(){
3     int n,n1=0,n2=1,nt,i;
4     printf("enter n elements:");
5     scanf("%d",&n);
6     printf("the fibonacci series is:");
7     printf("%d %d",n1,n2);
8     for(i=2;i<=n;i++){
9         nt=n1+n2;
10        n1=n2;
11        n2=nt;
12        printf("%d ",nt);
13    }
14    return 0;
15 }
```

#### OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 fibonacci series
enter n elements:4
the fibonacci series is:0 1123
-----
Process exited after 1.227 seconds with return value 0
Press any key to continue . . .
```

#### 5.Summing up series 1+2+3+.....+n.

```
1 #include <stdio.h>
2
3 int main() {
4     int n, i, sum = 0;
5     printf("Enter the value of n: ");
6     scanf("%d", &n);
7     for (i = 1; i <= n; i++) {
8         sum += i;
9     }
10    printf("Sum of the series 1 to %d is %d\n", n, sum);
11    return 0;
12 }
```

#### OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 summing up 1=
Enter the value of n: 3
Sum of the series 1 to 3 is 6
-----
Process exited after 1.551 seconds with return value 0
Press any key to continue . . .
```

## 6. Summing up of even number series.

```
day1 integer is even or odd.cpp
#include <stdio.h>

int main() {
    int i, n, sum = 0;

    printf("Enter the number of terms: ");
    scanf("%d", &n);

    for (i = 2; i <= 2 * n; i += 2) {
        sum += i;
    }

    printf("Sum of even numbers: %d\n", sum);
    return 0;
}
```

### OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 summing up even number series.exe
Enter the number of terms: 7
Sum of even numbers: 56

-----
Process exited after 2.008 seconds with return value 0
Press any key to continue . . .
```

## 7. Summing up of cube of n numbers.

```
day1 integer is even or odd.cpp
1  #include <stdio.h>
2  #include <math.h>
3
4  int main() {
5      int n, i;
6      double num, sum = 0;
7
8      printf("Enter the value of n: ");
9      scanf("%d", &n);
10
11     for (i = 0; i < n; i++) {
12         printf("Enter a number: ");
13         scanf("%lf", &num);
14         sum += pow(num, 3);
15     }
16
17     printf("The sum of cubes is: %lf\n", sum);
18
19     return 0;
20 }
```

## OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 summing up cube
Enter the value of n: 5
Enter a number: 1
Enter a number: 2
Enter a number: 3
Enter a number: 4
Enter a number: 5
The sum of cubes is: 225.000000
-----
Process exited after 6.774 seconds with return value 0
Press any key to continue . . .
```

8. Finding whether the given number is even or odd.

```
1  #include <stdio.h>
2
3  int main() {
4      int num;
5      printf("Enter an integer: ");
6      scanf("%d", &num);
7      if (num % 2 == 0)
8          printf("%d is even.", num);
9      else
10         printf("%d is odd.", num);
11     return 0;
12 }
```

## OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 integer is even or odd.exe
Enter an integer: 5
5 is odd.
-----
Process exited after 2.651 seconds with return value 0
Press any key to continue . . .
```

### 9. Product series ( Factorial of given number).

```
1  #include <stdio.h>
2
3  int main() {
4      int num, i, factorial = 1;
5
6      printf("Enter an integer: ");
7      scanf("%d", &num);
8
9      // Check if the entered number is negative
10     if (num < 0)
11         printf("Error! Factorial of a negative number doesn't exist.");
12     else {
13         for (i = 1; i <= num; ++i) {
14             factorial *= i;
15         }
16         printf("Factorial of %d = %d", num, factorial);
17     }
18     return 0;
19 }
```

OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 product series(facto
Enter an integer: 5
Factorial of 5 = 120
-----
Process exited after 1.401 seconds with return value 0
Press any key to continue . . .
```

### 10. Find the given number is Armstrong or not.

```
#include<stdio.h>
int main()
{
    int n,r,sum=0,temp;
    printf("Enter the value:");
    scanf("%d",&n);
    temp=n;
    while(n>0)
    {
        r=n%10;
        sum=sum+(r*r*r);
        n=n/10;
    }
    if(temp==sum)
        printf("armstrong number");
    else
        printf("not armstrong number");
    return 0;
}
```

## OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\10.armstrong.exe
Enter the value:153
armstrong number
-----
Process exited after 2.166 seconds with return value 0
Press any key to continue . . .
```

## 14.Reversing the digits of an integer.

```
1  #include<stdio.h>
2  int main()
3  {
4      int n,reverse=0,remainder;
5      printf("enter the value:");
6      scanf("%d",&n);
7      while(n!=0)
8      {
9          remainder=n%10;
10         reverse=reverse*10+remainder;
11         n=n/10;
12     }
13     printf("reversed number:%d",reverse);
14     return 0;
15 }
16
```

## OUTPUT:

```
C:\Users\Kanishma Sanjeevi\OneDrive\Documents\day1 armstrong.exe
enter the value:2913
reversed number:3192
-----
Process exited after 4.196 seconds with return value 0
Press any key to continue . . .
```

15. Finding the given integer is positive or negative.

```
15.pos and neg.cpp
1  #include<stdio.h>
2  #include<conio.h>
3  int main()
4  {
5      int n;
6      printf("enter the value:");
7      scanf("%d",&n);
8      if(n==0)
9      {
10         printf("neither positive nor negative integer");
11     }
12     else if(n>0)
13     {
14         printf("positive integer");
15     }
16     else
17     {
18         printf("negative integer");
19     }
20     return 0;
21 }
```

OUTPUT:

```
enter the value:-45
negative integer
-----
Process exited after 5.794 seconds with return value 0
Press any key to continue . . .
```

16. Swapping two numbers with two temporary variables.ss

```
16.swapping.cpp
1  #include<stdio.h>
2  #include<conio.h>
3  int main()
4  {
5      int x, y, temp;
6      printf("Enter the value of x and y: ");
7      scanf("%d %d", &x, &y);
8      printf("Before swapping x=%d, y=%d ", x, y);
9      temp = x;
10     x = y;
11     y = temp;
12     printf("\nAfter swapping x=%d, b=%d", x, y);
13     return 0;
14 }
```

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OUTPUT:

```
Enter the value of x and y: 5 and 9
Before swapping x=5, y=9
After swapping x=9, b=5
-----
Process exited after 9.575 seconds with return value 0
Press any key to continue . . .
```



