1. **Write a C program to add two integers**

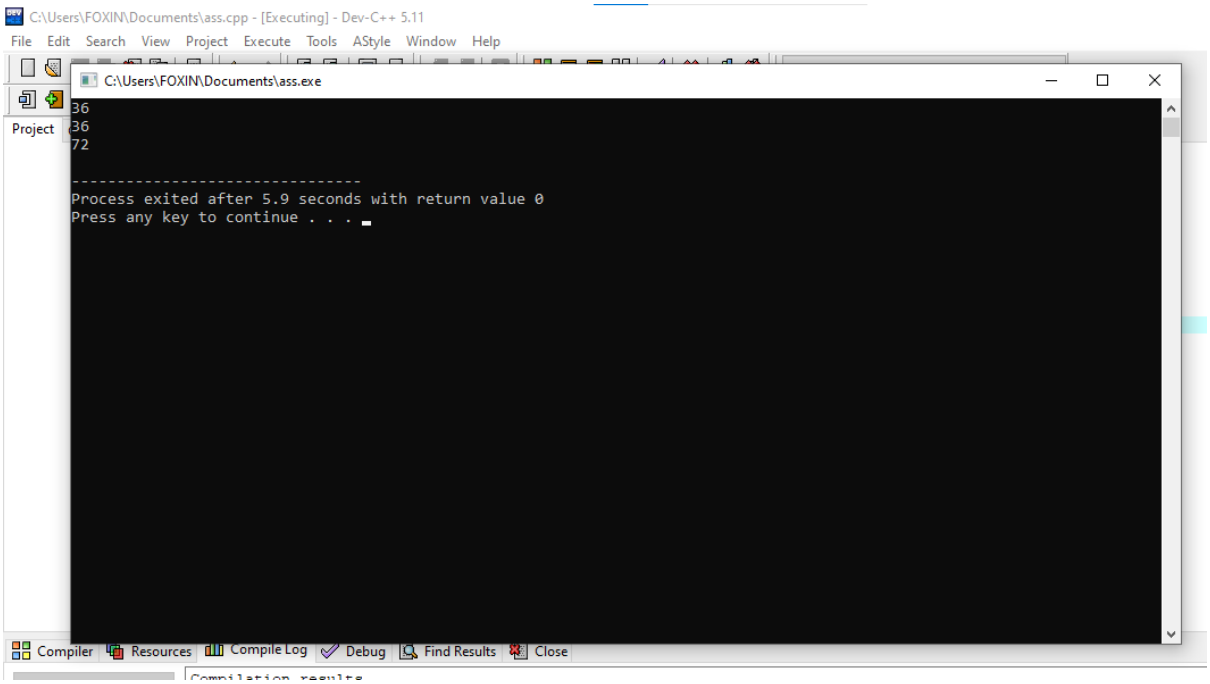
IPO:

Input- input a two integers say a,b
Process-add the two integers sum=a+b
Output- print the sum

Code:

```
#include<stdio.h>
 int main()
{
  int a,b,sum=0,getch;
  scanf("%d%d",&a,&b);
  sum=a+b;
  printf("%d\n",sum);
  getch;
  return 0;
}
```

Output:



2. **Write a program to swap two numbers using a temporary variable.**

IPO:

Input- input a number say a,b

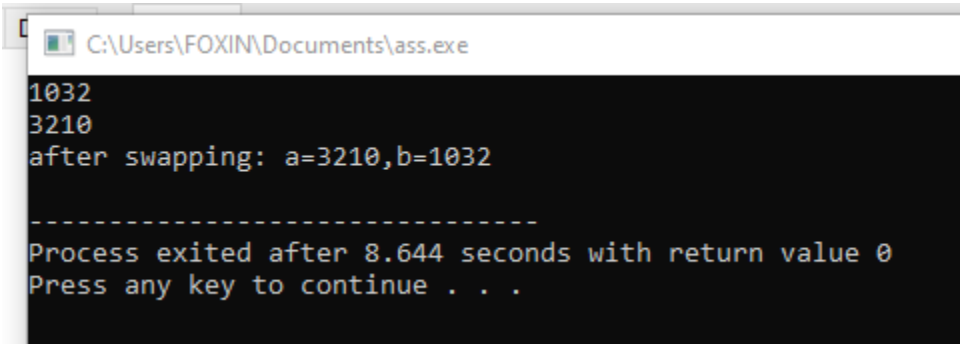
Process-use a temporary variable to swap cases

Output-print the numbers after swapping

Code:

```
#include<stdio.h>
int main()
{
    int a,b,temp,getch;
    scanf("%d%d",&a,&b);
    temp=a;
    a=b;
    b=temp;
    printf("after swapping: a=%d,b=%d\n",a,b);
    getch;
    return 0;
}
```

Output:



3. **Write a program to swap two numbers without using a temporary variable.**

IPO:

Input-input a number say a,b

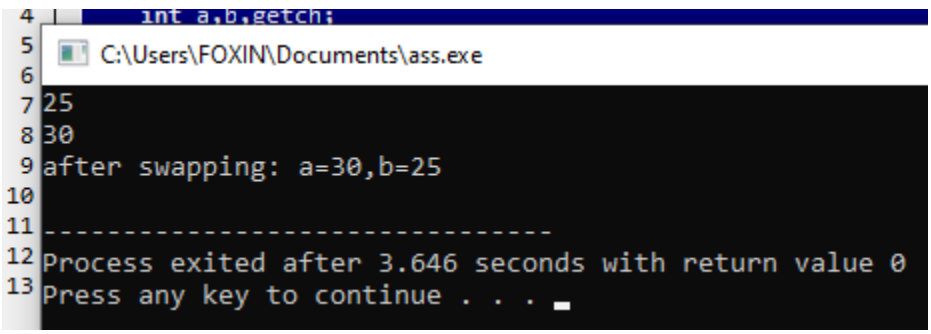
Process-use without temporary variable to swap cases

Output-print after swapping numbers

Code:

```
#include<stdio.h>
int main()
{
int a,b,getch;
scanf("%d%d",&a,&b);
a=a+b;
b=a-b;
a=a-b;
printf("after swapping: a=%d,b=%d\n",a,b);
getch;
return 0;
}
```

Output:



4. Write a program to find the ASCII value of a character

IPO:

Input-input a character ch

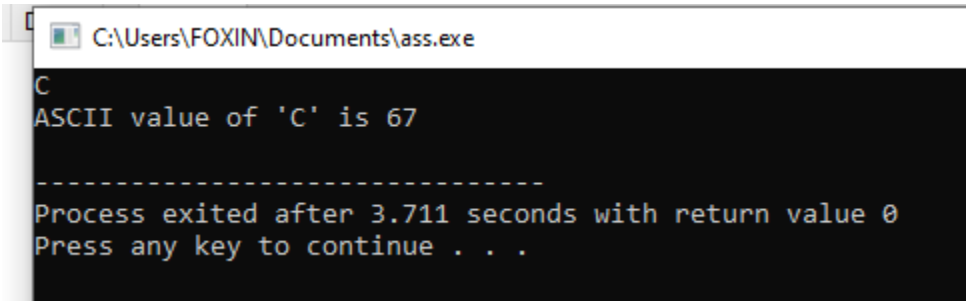
Process-convert the character to its ASCII value

Output-print the ASCII value of given char

Code:

```
#include<stdio.h>
int main()
{
    int getch;
    char ch;
    scanf("%c",&ch);
    printf("ASCII value of '%c' is %d\n", ch,ch);
    getch;
    return 0;
}
```

Output:



5. **Write a program to calculate the area and perimeter of a rectangle.**

IPO:

Input-input a number say l,b,a,p

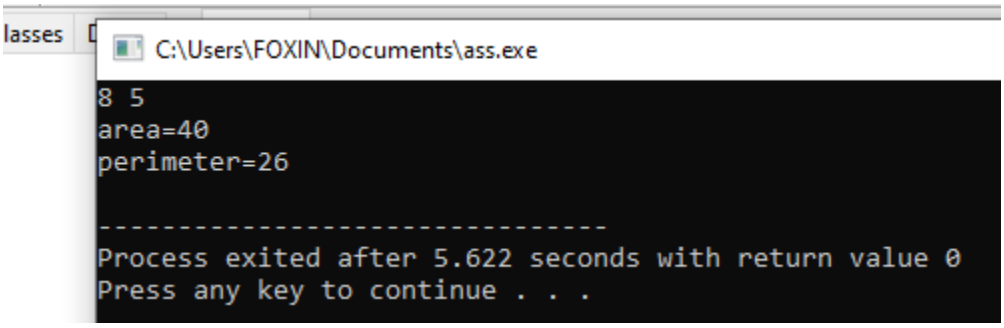
Process-need an arithmetic operator to calculator area and perimeter

Output-print area and perimeter

Code:

```
#include<stdio.h>
int main()
{
    int len,breadth,area,perimeter,getch;
    scanf("%d%d",&len,&breadth);
    area=len*breadth;
    perimeter=2*(len+breadth);
    printf("area=%d\n",area);
    printf("perimeter=%d\n",perimeter);
    getch;
    return 0;
}
```

Output:



6. **Write a program to compute the simple interest**

IPO:

Input-input a number say p,n,r

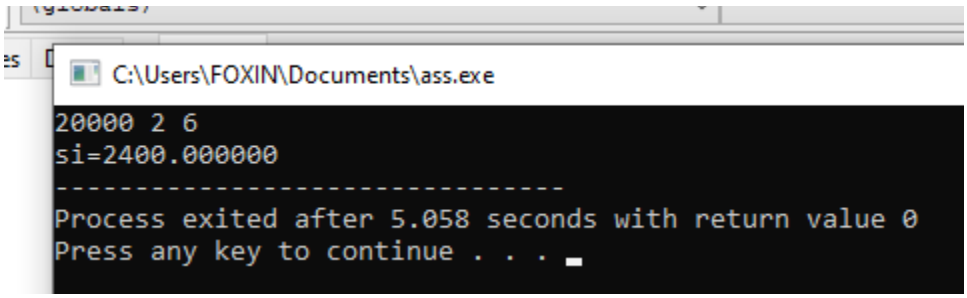
Process-calculate p*n*r/100

Output-display the simple interest

Code:

```
#include<stdio.h>
int main()
{
int getch;
float p,n,r,si;
scanf("%f%f%f",&p,&n,&r);
si=p*n*r/100;
printf("si=%f",si);
getch;
return 0;
}
```

Output:



7. **Write a program to convert temperature from Celsius to Fahrenheit**

IPO:

Input-input a number say c,f

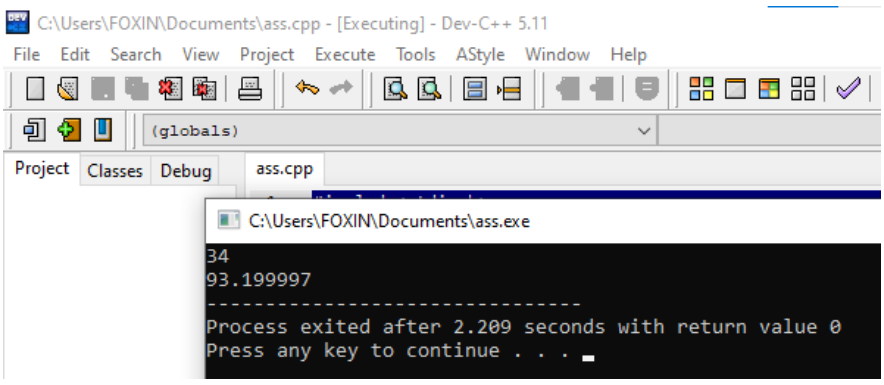
Process-calculating celcius to fahrenheit

Output-print the temperature

Code:

```
#include<stdio.h>
int main()
{
    int getch;
    float c,f;
    scanf("%f",&c);
    f=(c*9/5)+32;
    printf("%f",f);
    getch;
    return 0;
}
```

Output:



8. **Write a program to find the quotient and remainder of two integers.**

IPO:

Input-input a number say a,b

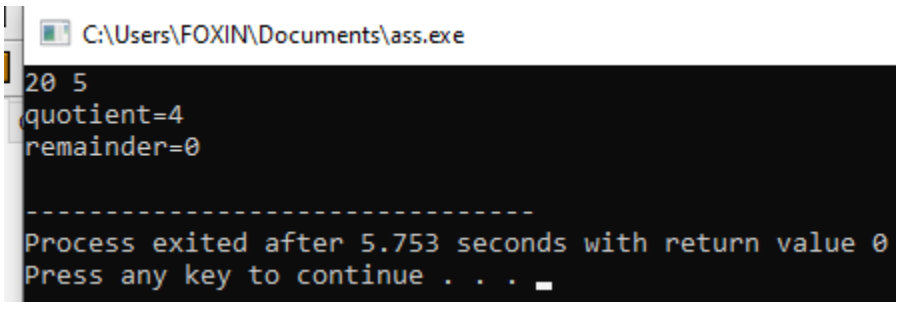
Process-q=a/b and q=a%b

Output-print quotient and remainder

Code:

```
#include<stdio.h>
 int main()
{
    int dividend,divisor,quotient,remainder,getch;
    scanf("%d%d",&dividend,&divisor);
    quotient=dividend/divisor;
    remainder=dividend%divisor;
    printf("quotient=%d\n",quotient);
    printf("remainder=%d\n",remainder);
    getch;
    return 0;
}
```

Output:



9. **Write a program to check whether a number is even or odd.**

IPO:

Input-input a number say a

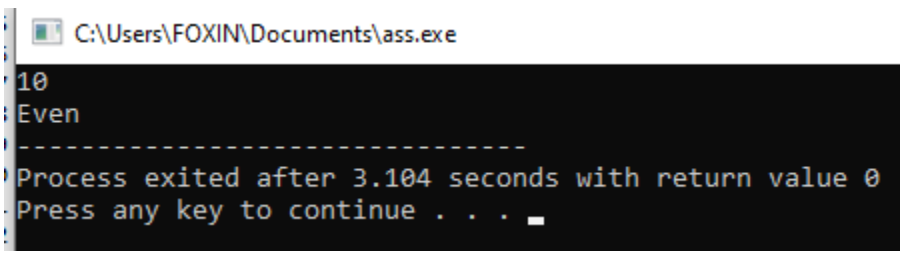
Process-using if-else statement check even or odd

Output-print even or odd

Code:

```
#include<stdio.h>
int main()
{
int a,getch;
scanf("%d",&a);
if(a%2==0)
printf("Even");
else
printf("Odd");
getch;
return 0;
}
```

Output:



10.Write a program to calculate the square and cube of a number.

IPO:

Input-input a number say num

Process-using arithmetic operator, square=num*num, cube=num*num*num

Output-print square and cube

Code:

```
#include<stdio.h>
int main()
{
  int num,getch,square,cube;
  scanf("%d",&num);
  square=num*num;
  cube=num*num*num;
  printf("square of %d\n",square);
  printf("cube of %d\n",cube);
  getch;
  return 0;
}
```

Output: