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

**Input:**

#include <stdio.h>

void main()

{

int a, b, sum;

printf("Enter two integers: ");

scanf("%d %d", &a, &b);

sum = a + b;

printf("Sum = %d\n", sum);

return ;

}

**Output:**

Enter two integers: 5 7

Sum = 12

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

**Input:**

#include <stdio.h>

void main()

{

int a, b, temp;

printf("Enter two numbers: ");

scanf("%d %d", &a, &b);

temp = a;

a = b;

b = temp;

printf("After swapping: a = %d, b = %d\n", a, b);

return ;

}

**Output:**

Enter two numbers: 3 7

After swapping: a = 7, b = 3

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

**Input:**

#include <stdio.h>

void main()

{

int a, b;

printf("Enter two numbers: ");

scanf("%d %d", &a, &b);

a = a + b;

b = a - b;

a = a - b;

printf("After swapping: a = %d, b = %d\n", a, b);

return 0;

}

**Output:**

After swapping: a = 9, b = 3

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

**Input:**

#include <stdio.h>

void main()

{

char ch;

printf("Enter a character: ");

scanf(" %c", &ch);

printf("ASCII value of %c is %d\n", ch, ch);

return ;

}

**Output:**

Enter a character: A

ASCII value of A is 65

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

**Input:**

#include <stdio.h>

void main()

{

float length, width, area, perimeter;

printf("Enter length and width: ");

scanf("%f %f", &length, &width);

area = length \* width;

perimeter = 2 \* (length + width);

printf("Area = %.2f, Perimeter = %.2f\n", area, perimeter);

return ;

}

**Output:**

Enter length and width: 5 3

Area = 15.00, Perimeter = 16.00

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

**Input:**

#include <stdio.h>

void main()

{

float principal, rate, time, interest;

printf("Enter principal, rate and time: ");

scanf("%f %f %f", &principal, &rate, &time);

interest = (principal \* rate \* time) / 100;

printf("Simple Interest = %.2f\n", interest);

return ;

}

**Output:**

Enter principal, rate and time: 1000 5 2

Simple Interest = 100.00

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

**Input:**

#include <stdio.h>

void main()

{

float celsius, fahrenheit;

printf("Enter temperature in Celsius: ");

scanf("%f", &celsius);

fahrenheit = (celsius \* 9 / 5) + 32;

printf("Temperature in Fahrenheit = %.2f\n", fahrenheit);

return ;

}

**Output:**

Enter temperature in Celsius: 0

Temperature in Fahrenheit = 32.00

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

**Input:**

#include <stdio.h>

void main()

{

int dividend, divisor, quotient, remainder;

printf("Enter dividend and divisor: ");

scanf("%d %d", &dividend, &divisor);

quotient = dividend / divisor;

remainder = dividend % divisor;

printf("Quotient = %d, Remainder = %d\n", quotient, remainder);

return ;

}

**Output:**

Enter dividend and divisor: 20 3

Quotient = 6, Remainder = 2

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

**Input:**

#include <stdio.h>

void main()

{

int num;

printf("Enter an integer: ");

scanf("%d", &num);

if (num % 2 == 0)

printf("Even\n");

else

printf("Odd\n");

return ;

}

**Output:**

Enter an integer: 10

Even

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

**Input:**

#include <stdio.h>

void main()

{

int num, square, cube;

printf("Enter a number: ");

scanf("%d", &num);

square = num \* num;

cube = num \* num \* num;

printf("Square = %d, Cube = %d\n", square, cube);

return ;

}

**Output:**

Enter a number: 5

Square = 25, Cube = 125