

Q. Tharun needs to print a document containing pages. Since he is printing double-sided, each sheet of paper can accommodate two pages, one on the front and one on the back.

Your task is to determine the minimum number of pages required for printing all pages.

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int pages, papers;
    clrscr();
    printf("Enter total number of pages :");
    scanf("%d", &pages);
    papers = (pages/2) + (pages%2);
    printf("no of papers required are %d", papers);
    getch();
}
```

2) Caleb and Infant are purchasing apples that are priced according to their size, but their budget is limited. To ensure they stay within budget, they plan to choose one small (apple 1), one medium (apple 2), and one large (apple 3) apple.

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int app1, app2, app3;
    clrscr();
    printf("Enter app1, app2, app3 values : ");
    scanf("%d", &app1);
    scanf("%d", &app2);
    scanf("%d", &app3);
    if (app1 < app2 && app2 < app3)
    {
        printf("Fits into budget");
    }
    else
    {
        printf("Does not fits into budget");
    }
    getch();
}
```

Output :-

Enter (total num) app1, app2, app3 values :

1

2

3

Fits into budget.

3: Arjuna will not allow a student to have his food unless his scores fit 100. Arjuna will always hit the target in his first attempt and he will leave early.

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

void main()
{
    int target, turns=0, sum=0, score;
    clrscr();
    printf("enter target scores");
    scanf("%d", &target);
    while(sum<target)
    {
        printf("enter score : ");
        scanf("%d", &score);
        sum+=score;
        turns++;
    }
    getch();
}
```

Output

Enter target scores

1

enter score :

2

No of turns taken : 1

- A maths teacher asks her students to give 3 examples for positive odd numbers.
- When the student specifies a correct answer, his/her score is incremented by 1.
- When the student specifies a positive even number, his/her score is decremented by 0.5.
- When the student specifies a negative number, he/she will not be given any more chances to correct this or her mistake and his/her score will be decremented by 1.

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int num, correctCount = 0;
    float score = 0;

    do {
        printf("Enter a number: ");
        scanf("%d", &num);
        if (num < 0)
        {
            score -= 1;
            break;
        }
        else if (num > 0 && num % 2 == 1)
        {
            score += 1;
            correctCount++;
        }
        else if (num > 0 && num % 2 == 0)
        {
            score -= 0.5;
        }
    } while (correctCount < 3);
}
```

Test case 1
 Num : 2
 Num : -4
 Marks : -1.50

Test case 2
 Num : 1
 Num : 3
 Num : 5
 Marks : 3.00

```
printf("Final score = %d\n", score);  
return 0;  
}
```