***Basic Programs***

1. Write a program to demonstrate use of all Escape Sequences on statement ”WELCOME TO C PROGRAMMING”.
2. Write a program to display “Hello World” on output screen.
3. Write a program to display “Welcome To C Programming” on output screen.
4. Print each of the following patterns. Use one printf() statement for each line of outputs. End each line by printing a newline (\n).
   1. \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*
   2. \* \* \* \* \* \* \* \* \*
   3. \* \* \* \* \* \* \* \* \*
   4. \* \* \* \* \* \* \* \* \*
   5. \* \* \* \* \* \* \* \* \* \* \*
      1. (a) (b) (c)
5. Print the above patterns using only ONE printf() statement.
6. Write a program to print values of only declared variables. Use different datatypes and format specifiers.
7. Write a program to print values of initialized variables. Use different datatypes and format specifiers.
8. Write a program to print values of variables of different datatypes. Take values from user using scanf() function.
9. Write a program to take and print value of character variables. Use getchar() and putchar() function.
10. Write a program to display size of different datatypes using sizeof() function.
11. Write a program which reads character from the keyboard and writes out its ASCII representation.
12. Write a program to print letter “A” using Escape Sequence. Use ASCII value of ”A” in octal and hexadecimal format.
13. Write a program to read character from user. Print its next and previous character.
14. Write a program to read a lowercase letter and a uppercase letter from user. Print their corresponding opposite cases.
15. Write a program to swap values of two variables using third variable.
16. Write a program to swap values of two variables without using third variable.
17. Demonstrate Precedence and Associativity of Arithmetic, Relational, Logical and Bitwise Operators.