

CS programming Assign - 4

Camlin Page

Date / /

Program

```
1 #include <stdio.h>
2 int main() {
3
4     int a, b, c, d;
5     float avg;
6     char grade;
7     printf("Enter the grade marks out of 100 of four
8         subjects of it \n");
9     scanf("%d %d %d %d", &a, &b, &c, &d);
10    avg = (float)(a+b+c+d)/4;
11    printf("The average is %.1f \n", avg);
12    int temp = avg/10;
13
14    switch (temp) {
15        case 5: grade = 'E';
16            break;
17        case 6: grade = 'D';
18            break;
19        case 7: grade = 'C';
20            break;
21        case 8: grade = 'B';
22            break;
23        case 9: grade
24            case 10: grade = 'A';
25            break;
26        default: grade = 'F';
27    }
28
29    printf("Final grade of the student is %c \n", grade);
30    grade == 'F' ? printf("Fail") : printf("Pass");
31    return;
32 }
```


Algorithm.

steps

1. start

2. Declare a, b, c, d, avg, grade.

3. Take input a, b, c, d (marks of students)

4. $avg = (a + b + c + d) / 4$

5. o/p avg

6. $temp = avg / 10$

7. If temp = 5 goto step 8

If temp = 6 goto step 9

If temp = 7 goto step 10

If temp = 8 goto step 11

If temp = 9 goto step 12

Any other go to step 13

8. grade = E go to step 14

9. grade = D go to step 14

10. grade = C go to step 14

11. grade = B go to step 14

12. grade = A go to step 14

13. grade = F go to step 14

14. o/p grade.

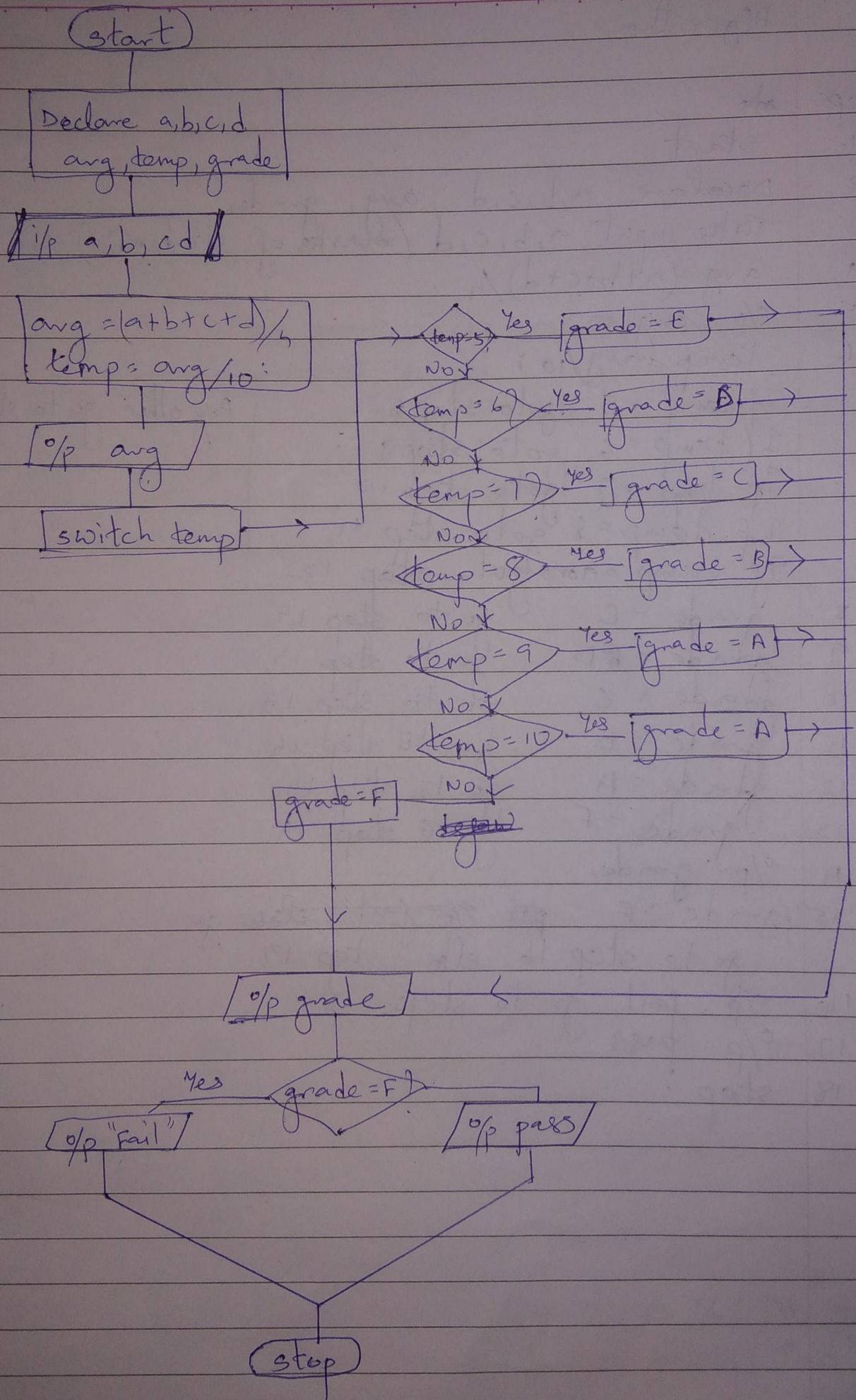
15. If grade = F ~~pr~~ o/p fail else go to step 16 else step 17

16. o/p fail go to step 18

17. o/p pass

18. stop.

flowchart



$$x^2 + 4x + 4 = 0$$

```

2) #include <stdio.h>
   #include <math.h>

   int main() {
       printf("Enter the coefficients of  $x^2$  followed by  $x$  &
           constant \n");
       float a, b, c;
       scanf("%f %f %f", &a, &b, &c);
       float D = sqrt(b*b - 4*a*c);
       float root1 = (-b + D) / (2*a);
       float root2 = (-b - D) / (2*a);
       printf("The roots of %f  $x^2$  + (%f)  $x$  + (%f) = 0 are
           %f and %f", a, b, c, root1, root2);
       return 0;
   }

```

Algorithm -

Steps

- 1 start
- 2 declare float a, b, c, D, root1, root2
- 3 i/p coefficients of x^2 , x & constants as a, b, c
- 4 $D = \sqrt{b^2 - 4ac}$
- 5 $root1 = (-b + D) / 2a$
- 6 $root2 = (-b - D) / 2a$
- 7 o/p roots of $ax^2 + bx + c = 0$ are root1 & root2
- 8 stop.

flowchart

(start)

Declare a, b, c, D, root1, root2

/p a, b, c/

$$D = \sqrt{b^2 - 4ac}$$
$$\text{root1} = \frac{-b + D}{2a}$$
$$\text{root2} = \frac{-b - D}{2a}$$

/o/p root1 & root2/

(stop)


```

3) #include <stdio.h>
   int main() {
       int n;
       scanf("%d", &n);
5      int m = n, p = 1, binary = 0;
       while (m > 0) {
           binary = binary + p * (m % 2);
           p *= 10;
           m /= 2;
10      }
       printf("%d", binary);
       return 0;
   }

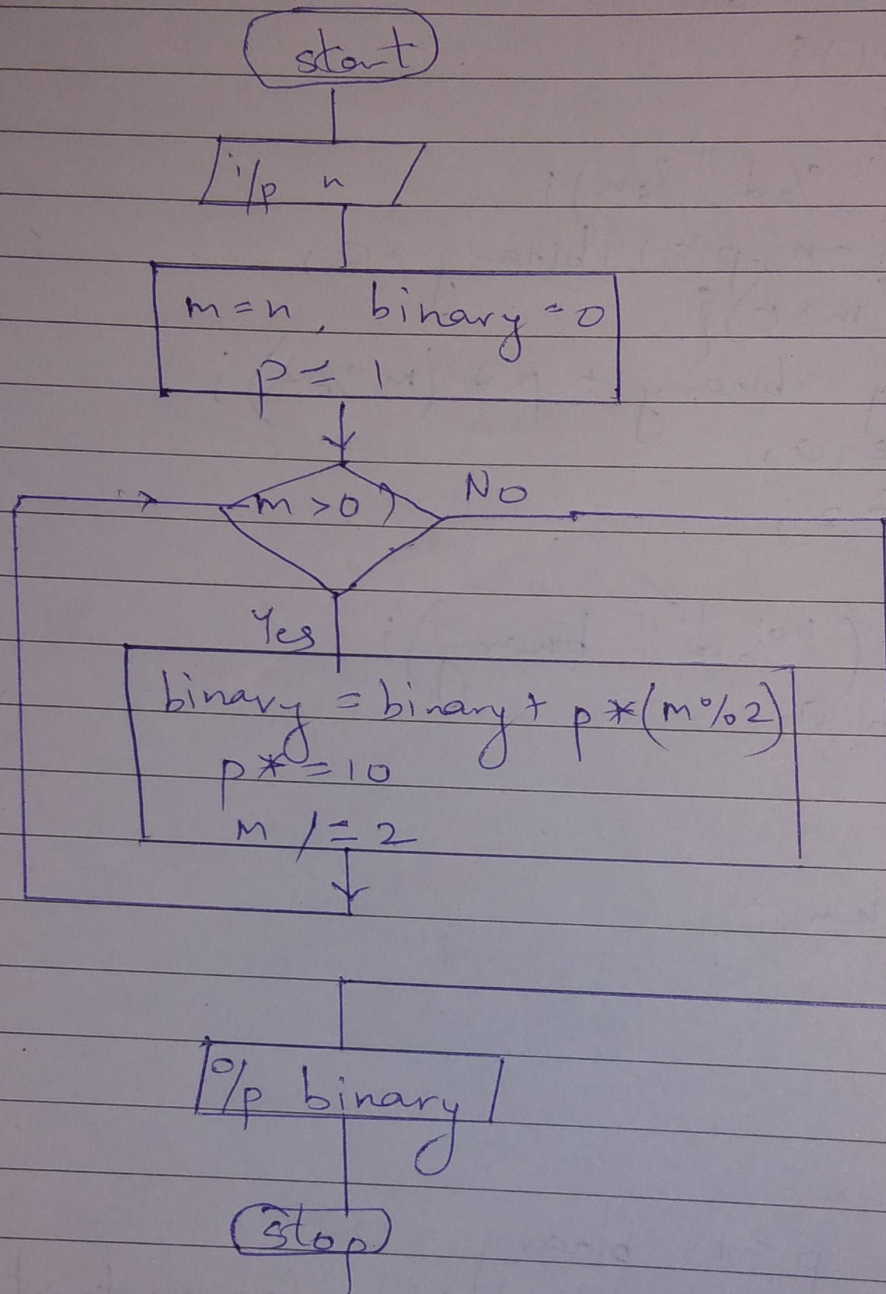
```

15 Algorithm:

Steps

- 1 Start
- 2 $\$/p$ n
- 3 $m = n$ $p = 1$ $binary = 0$
- 4 If $m > 0$ go to step 5 else go to step 6
- 5 $binary = binary + p * (m \% 2)$
 $p *= 10$
 $m /= 2$
- 25 go to step 4.
- 6 $\$/p$ binary
- 7 stop

flowchart




```
4) #include <stdio.h>
void printfibo (int n) {
    int prev = 0;
    int prev_to_prev = 1;
    int curr;
    for (int i = 0; i < n; i++) {
```

```
        curr = prev + prev_to_prev;
        if (i == 0 || i == 1) printf("%d ", i);
        else {
            printf("%d ", curr);
            prev = prev_to_prev;
            prev_to_prev = curr;
        }
```

```
    }
```

```
int main () {
```

```
    int n;
    scanf("%d", &n);
    printfibo(n);
    return 0;
```

```
}
```


Algorithm

steps

- 1 start
- 2 i/p n
- 3 Call print_fibo(n) function.
- 4 return 0
- 5 stop;

Algorithm of print_fibo(n) function.

- 1 start with n as parameter.
- 2 Declare $prev = 0$, $prev_to_prev = 1$, $curr$, $i = 0$
- 3 If $i \leq n$ go to step 4 else go to step 8
- 4 $curr = prev + prev_to_prev$;
- 5 If $i = 0$ or $i = 1$ print o/p i ~~else~~ go to step 7
else go to step 6
- 6 print curr
~~to~~ $prev = prev_to_prev$
 $prev_to_prev = curr$
- 7 $i++$ go to step 3
- 8 stop.

flowchart

