#Program 1

#include<stdio.h>

int main(){

    int a=10;

    int b=25;

    int output=a+b;

    printf("the sum of %d and %d is equal to %d",a,b,output);

}

Output:

the sum of 10 and 25 is equal to 35

#Program 2

include<stdio.h>

int main()

{

  double f1,f2,sum\_f;

  f1=32.1;

  f2=47.0;

  sum\_f=f1+f2;

  printf("the sum is %lf",f1);

return 0;

}

Output:

the sum is 32.100000

#Program 3

#include<stdio.h>

int main()

{

    int a;

    int b;

    double c;

    double d;

    printf("Enter two integers followed by two real numbers\n");

    scanf("%d%d%lf%lf",&a,&b,&c,&d);

    int output1=a+b;

    double output2=c+d;

    printf("The sum of two integers is %d\nThe sum of two real numbers is %lf\n",output1,

output2);

return 0;

}

Output:

Enter two integers followed by two real numbers

9 90

92.55 3.1415

The sum of two integers is 99

The sum of two real numbers is 95.691500

#Program 4

#include<stdio.h>

int main()

{

    char c;

    printf("Enter a character\n");

    scanf("%c",&c);

    printf("The ASCII value of the given character is:%d",c);

return 0;

}

Output:

Enter a character

a

The ASCII value of the given character is:97

#Program 5

#include<stdio.h>

int main()

{

    printf("The size of int datatype is:%d bytes\n",sizeof(int));

    printf("The size of float is:%d bytes\n",sizeof(float));

    printf("The size of char datatype is:%d bytes\n",sizeof(char));

    printf("The size of double datatype is:%d bytes\n",sizeof(double));

return 0;

}

Output:

The size of int datatype is:4 bytes

The size of float is:4 bytes

The size of char datatype is:1 bytes

The size of double datatype is:8 bytes