

1. Write a program to calculate the sum of two numbers.

ANS:-

```
#include<stdio.h>
#include<conio.h>
int main()
{
    int num1, num2, sum;
    printf("Enter two digits: ");
    scanf("%d%d",&num1,&num2);
    sum = num1 + num2;
    printf("The sum of %d and %d is %d",num1,num2,sum);
    getch();
    return 0;
}
```

2. Write a program to calculate the area of a circle.

ANS:-

```
#include<stdio.h>
#include<conio.h>
int main()
{
    float r,Area;

    printf("Enter radius of circle: ");
    scanf("%f",&r);
    Area = 3.14*r*r;
    printf("Area of circle is %f",Area);
    getch();
    return 0;
}
```

3. Write a program to calculate the volume of a Cuboid.

ANS:-

```
4. #include<stdio.h>
5. #include<conio.h>
6. int main()
7. {
8.     float l,h,w,volume;
9.     printf("Enter length: ");
10.    scanf("%f",&l);
11.    printf("Enter weight: ");
12.    scanf("%f",&w);
13.    printf("Enter height: ");
```

```

14.    scanf("%f",&h);
15.    volume = l*h*w;
16.    printf("Volume of cuboid is %f",volume);
17.    getch();
18.    return 0;
19.}

```

4. Write a program to calculate the simple interest.

ANS:-

```

#include<stdio.h>
#include<conio.h>
int main()
{
    float p,r,t,si;
    printf("Enter princple value: ");
    scanf("%f",&p);
    printf("Enter rate: ");
    scanf("%f",&r);
    printf("Enter time: ");
    scanf("%f",&t);
    si=(p*r*t)/100;
    printf("Simple interest is %f",si);
    getch();
    return 0;
}

```

5. Write a program to calculate the area of a rectangle.

ANS:-

```

#include<stdio.h>
#include<conio.h>
int main()
{
    float p,r,t,si;
    printf("Enter princple value: ");
    scanf("%f",&p);
    printf("Enter rate: ");
    scanf("%f",&r);
    printf("Enter time: ");
    scanf("%f",&t);
    si=(p*r*t)/100;
    printf("Simple interest is %f",si);
    getch();
    return 0;
}

```

6. Write a program to calculate the average of three numbers.

ANS:-

```
#include<stdio.h>
#include<conio.h>
int main()
{
    int num1, num2, num3, avg;
    printf("Enter three digits: ");
    scanf("%d%d%d",&num1,&num2,&num3);

    avg = (num1+num2+num3)/3;
    printf("Average is %d",avg);
    getch();
    return 0;
}
```

7. Write a program to calculate the square of a given number.

ANS:-

```
#include<stdio.h>
#include<conio.h>
int main()
{
    int num,square;
    printf("Enter digit: ");
    scanf("%d",&num);

    square = num*num;
    printf("Square is %d",square);
    getch();
    return 0;
}
```

8. Write a program which takes a character as input and print its ASCII code.

ANS:-

```
#include<stdio.h>
#include<conio.h>
int main()
{
    char character;
    printf("Enter any character: ");
    scanf("%c",&character);
    printf("ASCII code of %c is %d",character,character);
    getch();
    return 0;
}
```

```
}
```

9. Write a program to calculate the profit percentage upon selling a product. Cost price and selling price are given by the user.

ANS:-

```
#include<stdio.h>
#include<conio.h>
int main()
{
    char character;
    printf("Enter any character: ");
    scanf("%c",&character);
    printf("ASCII code of %c is %d",character,character);
    getch();
    return 0;
}
```

10. Write a program to calculate the area of a triangle where base and height of the triangle are given.

ANS:-

```
#include<stdio.h>
#include<conio.h>
int main()
{
    int h,b;
    float Area;
    printf("Enter height: ");
    scanf("%d",&h);
    printf("Enter base: ");
    scanf("%d",&b);

    Area = h*b/2;
    printf("Area is %f",Area);
    getch();
    return 0;
}
```