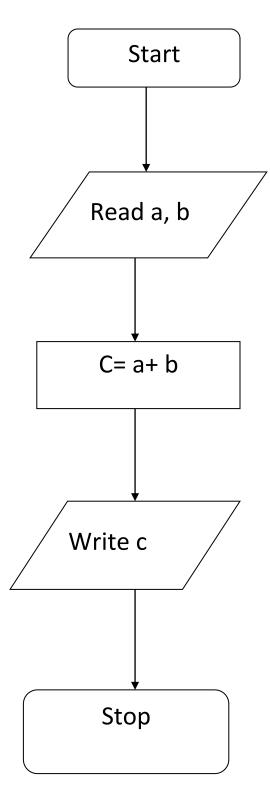
# 1) Sum of two numbers:

#### Program:

```
#include<stdio.h>
Int main()
printf("Enter value of a:");
scanf(%d",&a);
printf("Enter value of b:");
Scanf("%d",&b);
C=a+b;
printf("Sum of given two numbers is: %d",c);
return 0;
}
```

#### **Algorithm:**

- 1.Start
- 2.Read a,b
- 3.c=a+b
- 4.Print or display c
- 5.

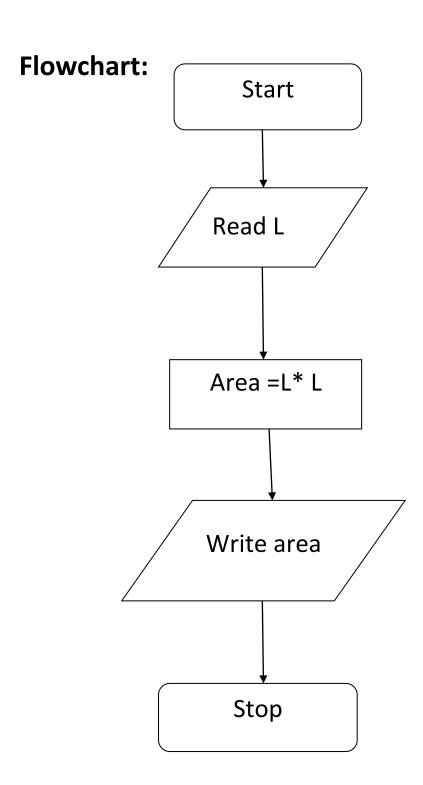


#### 2)Area of the square:

```
Program:
#include<stdio.h>
int main()
{
  int L, area;
  printf ("Enter length of square L: ");
  scanf("%d", &L);
  area =L*L;
  printf("Area of square is: %d", area);
  return 0;
}
```

#### Pseudocode:

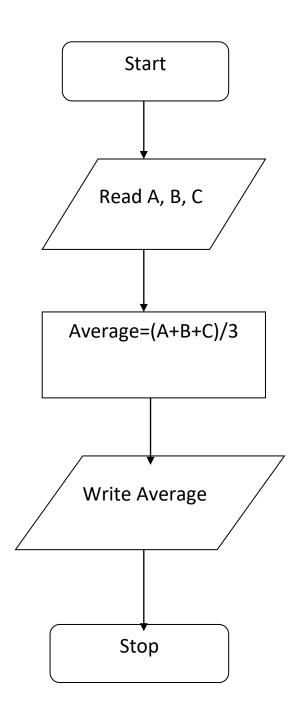
- 1. Start
- 2. Read length, L
- 3. Area = L\*L
- 4. Print or display area



#### 2) Calculating the average for 3 numbers:

```
Program:
#include<std.io>
int main()
{
int A, B, C;
float Average;
printf("Enter values of A, B, C: \n");
scanf("%d %d %d", &A, &B, &C);
Average =(A+B+C)/3;
Printf("Average of given 3 numbers is: %f", Average);
return 0;
Pseudo code:
    1. Start
    2. Read 3 numbers A,B,C
    3. Calculate the average by the equation:
       Average =(A+B+C)/3
```

- 4. Print average
- 5. Stop



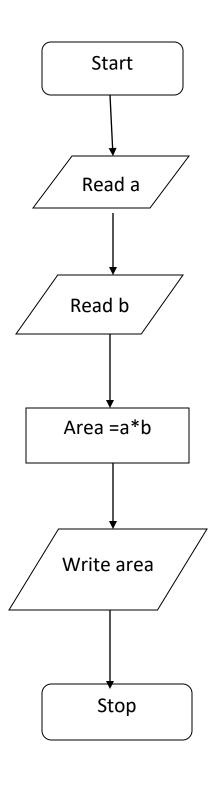
# 4) Area of the rectangle:

#### Program:

```
#include<std.io>
int main()
{
  int a,b,area;
  printf("Enter side length a: \n");
  scanf("%d", &a);
  printf("Enter side length b: \n");
  scanf("%d", &b);
  area = a*b;
  printf("Area of rectangle is: %d",area);
  return 0;
}
```

#### Pseudo code:

- 1. Start
- 2. Read side length, a
- 3. Read side length b
- 4. Area =a\*b
- 5. Print or display area
- 6. Stop



# 5) Area & perimeter of a square:

#### **Program:**

```
#include<stdio.h>
int main()
{
  int L, A, P;
  Printf("Enter length of a square L: ");
  scanf("%d", &L);
  A =L*L;
  P =4*L;
  printf("Area = %d\n", A);
  printf("Perimeter = %d", P);
  return 0;
}
```

#### Pseudo code:

- 1. Start
- 2. Read length L
- 3. Area A=L\*L
- 4. Perimeter P=4\*L
- 5. Print or display A,P
- 6. Stop

