

sum_two_num.c

```
1  #include <stdio.h>
2
3  /*
4   * Program to sum two numbers entered by the user
5   * process: 1
6   */
7
8  int main(){
9      // Declare variables
10     int num1;
11     int num2;
12     int sum;
13     // Prompt user for first number
14     printf("Enter first number: ");
15     // Read first number
16     scanf("%d", &num1);
17     // Prompt user for second number
18     printf("Enter second number: ");
19     // Read second number
20     scanf("%d", &num2);
21     // Calculate sum
22     sum = num1 + num2;
23     // Display result
24     printf("The sum of %d and %d is %d\n", num1, num2, sum);
25     return 0;
26 }
27
28 /*
29 *****
30 * Sample Output:
31 * Enter first number: 5
32 * Enter second number: 10
33 * The sum of 5 and 10 is 15
34 *****
35 */
```

sum_two_num_process_2.c

```
1  #include <stdio.h>
2  /*
3   * Program to sum two numbers entered by the user
4   * process: 2
5   */
6
7  int main(){
8      // Declare variables
9      int num1, num2, sum;
10     // Prompt user for input
11     printf("Enter two numbers separated by space: ");
12     // Read user input
13     scanf("%d %d", &num1, &num2);
14     // Calculate sum
15     sum = num1 + num2;
16     // Display result
17     printf("The sum of %d and %d is %d\n", num1, num2, sum);
18     return 0;
19 }
20
21 /*
22 *****
23 * Sample Output:
24 * Enter two numbers separated by space: 5 10
25 * The sum of 5 and 10 is 15
26 *****
27 */
```

sum_two_num_process_3.c

```
1  #include <stdio.h>
2  /*
3   * Program to sum two numbers entered by the user
4   * process: 3
5   */
6
7  int main(){
8      // Declare variables
9      int num1, num2;
10     // Prompt user for input
11     printf("Enter two numbers separated by space: ");
12     // Read user input
13     scanf("%d %d", &num1, &num2);
14     // Display result
15     printf("The sum of %d and %d is %d\n", num1, num2, num1 + num2);
16     return 0;
17 }
18
19 /*
20 *****
21 * Sample Output:
22 * Enter two numbers separated by space: 5 10
23 * The sum of 5 and 10 is 15
24 *****
25 */
```

substraction.c

```
1  #include <stdio.h>
2
3  /*
4  *****
5  * Program to subtract two numbers entered by the user
6  * process: 1
7  *****
8  */
9
10 int main(){
11     // Declare variables
12     int num1, num2;
13     // Prompt user for input
14     printf("Enter two numbers separated by space: ");
15     // Read user input
16     scanf("%d %d", &num1, &num2);
17     // Display result
18     printf("The difference of %d and %d is %d\n", num1, num2, num1 - num2);
19     return 0;
20 }
21
22 /*
23 *****
24 * Sample Output:
25 * Enter two numbers separated by space: 5 10
26 * The difference of 5 and 10 is -5
27 *****
28 */
```

multiplication_two_num.c

```
1  #include <stdio.h>
2
3  /*
4  *****
5  * Write a C program to multiply two numbers entered by the user
6  *****
7  */
8
9  int main(){
10     // Declare variables
11     int num1, num2, product;
12     // Prompt user for input
13     printf("Enter two numbers separated by space: ");
14     // Read user input
15     scanf("%d %d", &num1, &num2);
16     // Calculate product
17     product = num1 * num2;
18     // Display result
19     printf("The product of %d and %d is %d\n", num1, num2, product);
20     return 0;
21 }
22
23 /*
24 *****
25 * Sample Output:
26 * Enter two numbers separated by space: 3 4
27 * The product of 3 and 4 is 12
28 *****
29 */
```

area_square.c

```
1  #include <stdio.h>
2
3  /*
4  *****
5  * Write a C program to calculate the area of a square
6  * given the length of its side entered by the user
7  *****
8  */
9
10 int main(){
11     // using int variable
12     int side, area;
13     // Prompt user for input
14     printf("Enter the length of the side of the square: ");
15     // Read user input
16     scanf("%d", &side);
17     // Calculate area
18     area = side * side;
19     // Display result
20     printf("The area of the square with side %d is %d\n", side, area);
21     return 0;
22 }
23
24 /*
25 *****
26 * Sample Output:
27 * Enter the length of the side of the square: 5
28 * The area of the square with side 5 is 25
29 *****
30 */
```