

Chapter 1

Q1:

The Errors is underlined.

```
#include "stdio.h"  
void main()  
{  
    float weight ;  
    printf ("Enter your weight in pounds ");  
    scanf ("%f",&weight);  
    printf ("Your weight in kilograms is %g",  
        weight * 0.45359237);  
}
```

Q2:

```
#include "stdio.h"
```

```
void main(){
```

```
    float a,b,c,x=10;
```

```
    printf("Enter The Coefficient Of The Quadratic Equation: \n");
```

```
    printf("Enter The Quadratic Coefficient: ");
```

```
    scanf(" %f",&a);
```

```
    printf("Enter The Linear Coefficient: ");
```

```
    scanf(" %f",&b);
```

```
    printf("Enter The Constant Of Free Term: ");
```

```
    scanf(" %f",&c);
```

```
    printf("Solution: %lg\n",a*x*x+b*x+c);
```

```
    system("pause");
```

```
}
```

Q3:

```
#include "stdio.h"
```

```
void main(){
```

```
    float D_F,D_M;
```

```
    printf("Enter a Distance in feet: ");
```

```
    scanf(" %f",&D_F);
```

```
    D_M = D_F *0.3048;
```

```
    printf("Distance in Meter: %g\n",D_M);
```

```
    system("pause");
```

```
}
```

Q4:

```
#include "stdio.h"
```

```
void main(){
```

```
    int ASCII;
```

```
    printf("Enter an ASCII code: ");
```

```
    scanf(" %d",&ASCII);
```

```
    printf("Equivalent character: %c\n",ASCII);
```

```
    system("pause");
```

```
}
```

Q5:

```
#include "stdio.h"
```

```
void main(){
```

```
    unsigned char ASCII;
```

```
    printf("Enter a character: ");
```

```
    scanf(" %c",&ASCII);
```

```
    printf("Equivalent ASCII Code: %d\n",ASCII);
```

```
    system("pause");
```

```
}
```

Q6:

```
#include "stdio.h"
```

```
#include "math.h"
```

```
void main(){
```

```
    float x,y,z;
```

```
    double solution;
```

```
    printf("Enter value of x: ");
```

```
    scanf(" %f",&x);
```

```
    printf("Enter value of y: ");
```

```
    scanf(" %f",&y);
```

```
    printf("Enter value of z: ");
```

```
    scanf(" %f",&z);
```

```
    solution = (x + sqrt(exp(pow(x,0.2))+x*x+y*y*y))/(sin(x/(z*10.5))+pow(z,5.5));
```

```
    printf("Solution: %lg\n",solution);
```

```
    system("pause");
```

```
}
```

Q7:

x= 11 (0000000B)

y= 23 (00000017)

z=-42 (FFFFFFD6)

x or y = 31 (0000001F)

x and y = 3 (00000003)

x xor y = 28 (0000001C)

not z = 41 (00000029)

Q8:

x/y = 7 //bec. X and y are integers

x/y = 7.000000 //bec. Dividing int by int gives an int but the identifier is %f so it shows point
//and 6 zeroes due to the precision of float but without any use

x/y = 7.500000 //this time int is divided by float so it gives a float

x/y = 7.500000 // y was converted into float by multi it by fraction

Q9:

float(x) = 1.700000

int(x) = 1.000000

ceil(x) = 2.000000

floor(x)= 1.000000