

Name : Khizar Ali

Roll No: 22P-9269

Subject: PF LAB

**Problem: 1**

**Write a C program to print your name, roll no and section in separate lines.**

#include<stdio.h>

int main()

{

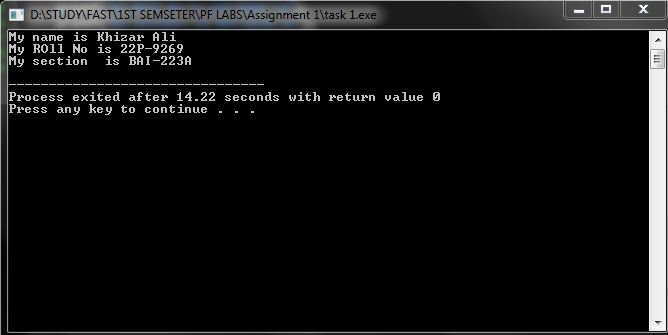
printf("My name is Khizar Ali \n");

printf("My ROll No is 22P-9269 \n");

printf("My section is BAI-223A \n");

return 0;

}



**Problem: 2**

**Write a program that prints the following patterns using printf statement.**

#include<stdio.h>

int main()

{

printf("Pattern 1 \n\n");

printf("\*\*\*\*\*\* \n");

printf("\*\*\*\*\*\* \n");

printf("\*\*\*\*\*\* \n");

printf("\*\*\*\*\*\* \n");

printf("\*\*\*\*\*\* \n\n\n");

printf("Pattern 2 \n\n");

printf("\* \n");

printf("\*\* \n");

printf("\*\*\* \n");

printf("\*\*\*\* \n");

printf("\*\*\*\*\* \n\n\n");

printf("Pattern 3 \n\n");

printf(" \* \n");

printf(" \*\* \n");

printf(" \*\*\* \n");

printf(" \*\*\*\* \n");

printf("\*\*\*\*\* \n\n\n");

printf("Pattern 4 \n\n");

printf(" \* \n");

printf(" \*\*\* \n");

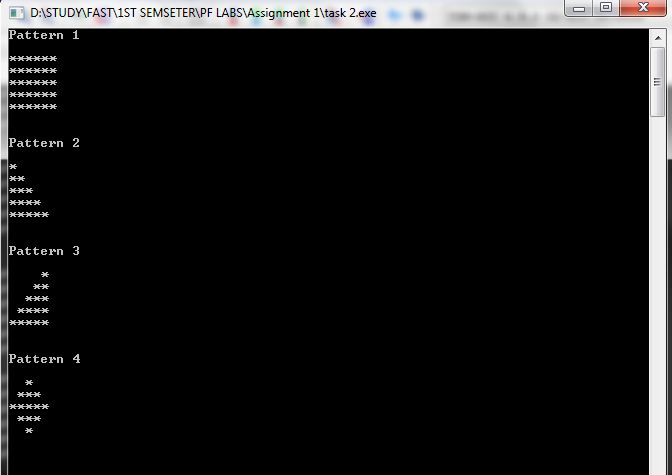
printf("\*\*\*\*\* \n");

printf(" \*\*\* \n");

printf(" \* \n\n\n");

return 0;

}



**Problem: 3**

**Write a program that calculates the area of a rectangle and print the result on screen.**

**The formula to calculate the Area is given below.**

#include<stdio.h>

int main()

{

float l, w ,Area ;

printf("Enter legth of rectangle \n");

scanf("%f",&l);

printf("Enter width of rectangle \n");

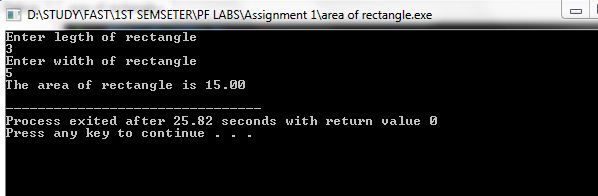
scanf("%f",&w);

Area = w \* l ;

printf ("The area of rectangle is %.2f \n",Area);

return 0;

}



**Problem: 4**

**Write a program that takes the length, width and height of a parallelepiped and finds its volume. The formula to calculate the volume is given below.**

Volume = length \* width \* height

#include<stdio.h>

int main()

{

float length , width , hight , volume ;

printf("Enter length \n");

scanf("%f",&length);

printf("Enter width \n");

scanf("%f",&width);

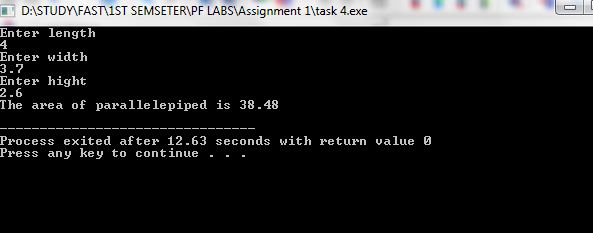
printf("Enter hight \n");

scanf("%f",&hight);

volume = length \* width \* hight ;

printf("The area of parallelepiped is %.2f \n",volume);

return 0 ;

}