

main.c

```
1 #include <stdio.h>
2
3 void main() {
4     int n;
5     printf("enter the number");
6     scanf("%d",&n);
7     if (n>0){
8         printf("positive");
9     }
10    }else {
11        printf("negative");
12    }
13 }
```

input

enter the number-5  
negative

...Program finished with exit code 0  
Press ENTER to exit console.

ls \* GDB

main.c

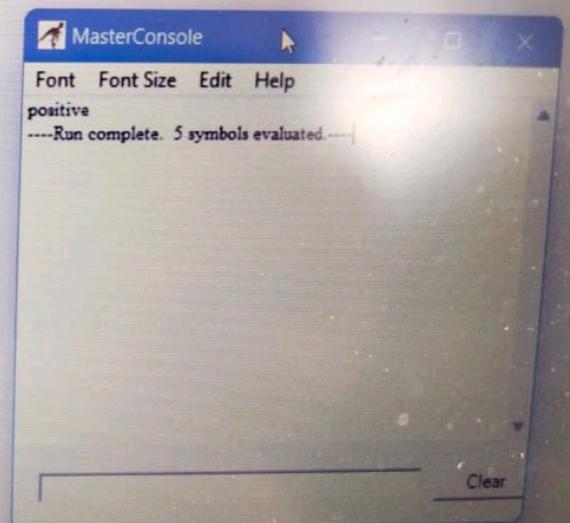
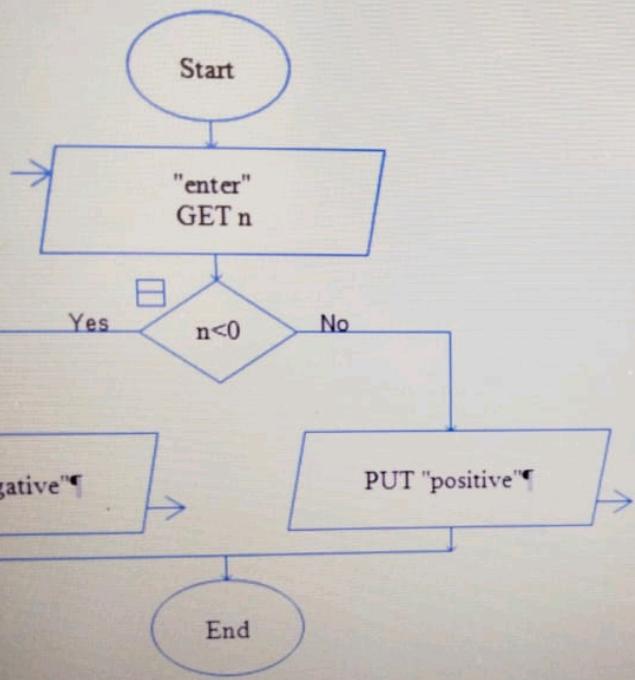
```
1 #include <stdio.h>
2
3 void main() {
4     int n;
5     printf("enter the number");
6     scanf("%d",&n);
7     if (n>0){
8         printf("positive");
9     }
10    }else {
11        printf("negative");
12    }
13 }
```

input

enter the number-5  
negative

...Program finished with exit code 0  
Press ENTER to exit console.

ls \* GDB



Step 1: Begin for loop

Step 2: Declaration of variables

Step 3: If  $n$  is greater than 0 then printf

"positive" else print "negative"

Step 4: stop. repeat : Step

1 or 2

repeat

using string : 2 3 4  
order : 3 4 2

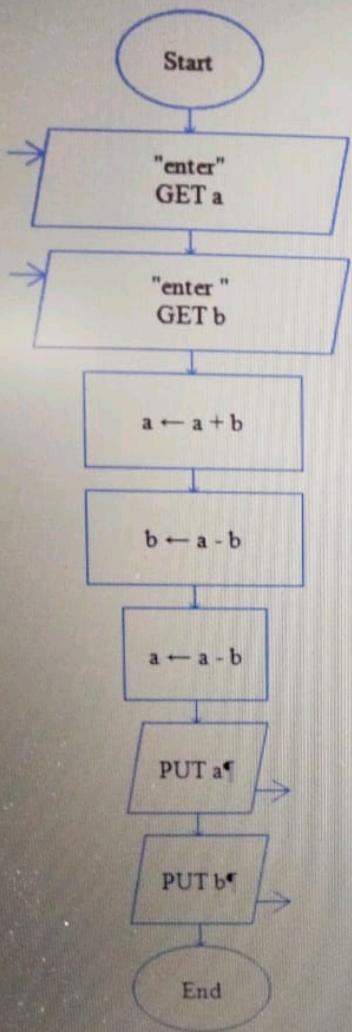
main.c

```
1 #include <stdio.h>
2
3 void main() {
4     int a,b;
5     printf("enter the two number a,b ::");
6     scanf("%d",&a);
7     scanf("%d",&b);
8     int t=a;
9     a=b;
10    b=t;
11    printf("\n a= %d",a);
12    printf("\n b= %d",b);
13
14 }
```

input

enter the two number a,b ::5 6

a= 6  
b= 5



MasterConsole

Font Font Size Edit Help  
10  
5  
----Run complete. 9 symbols evaluated.----

Clear

The screenshot shows a window titled "MasterConsole". The menu bar includes "Font", "FontSize", "Edit", and "Help". The font size is set to 10 and 5. The message area displays the text "----Run complete. 9 symbols evaluated.----". A "Clear" button is located at the bottom right of the message area.

(28)

Step 1: Begin

Step 2: Declaration of variables

(29)

Step 3: Assign n<sub>1</sub> to t<sub>1</sub>

Step 4: Assign n<sub>2</sub> to t<sub>2</sub>

Step 5: Assign t<sub>1</sub> to n<sub>2</sub>

Step 6: Print n<sub>1</sub> and n<sub>2</sub>

Step 7: Stop.

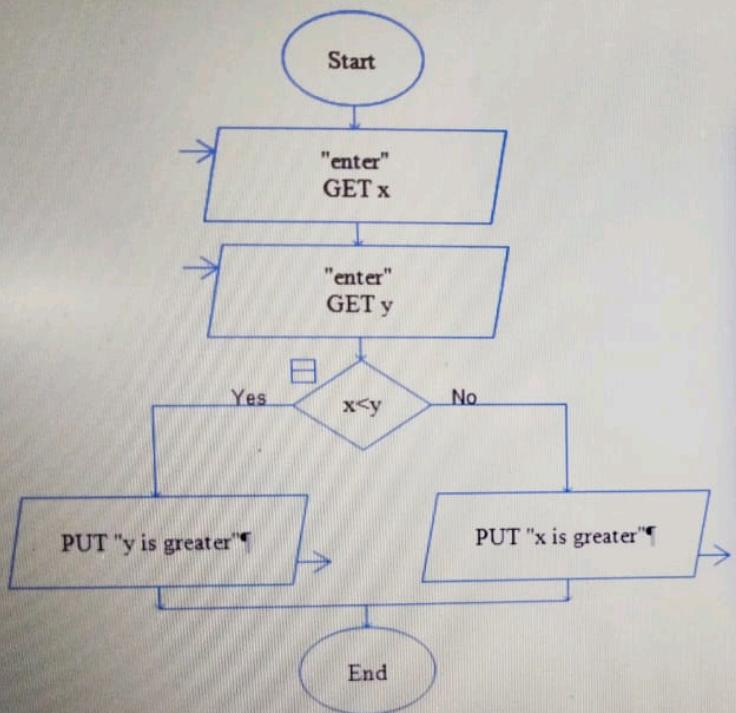
main.c

```
1 #include <stdio.h>
2
3 void main() {
4     int a,b,c;
5     printf("enter the two number a ,b :::");
6     scanf("%d",&a);
7     scanf("%d",&b);
8     if (a<b){
9         printf("b is greatest");
10    }else
11    {
12        printf("a is greatest");
13    }
14 }
```

input

```
enter the two number a ,b ::5 10
b is greatest

...Program finished with exit code 0
Press ENTER to exit console.
```



MasterConsole

Font Font Size Edit Help

Can't compare these values: STRING\_KIND NUMBER\_KIND  
---Error, run halted---

y is greater

---Run complete. 6 symbols evaluated.---

Clear

The screenshot shows a window titled "MasterConsole". The menu bar includes "Font", "Font Size", "Edit", and "Help". The main area displays an error message: "Can't compare these values: STRING\_KIND NUMBER\_KIND ---Error, run halted---". Below this, it says "y is greater" and "---Run complete. 6 symbols evaluated.---". At the bottom right is a "Clear" button.

Step 1 : Begin

Step 2 : Declaration of variable  $x, y$

Step 3 : Assign  $x+y$  to  $x$  and  $x-y$  to  $y$ .

Step 4 : Assign  $(x-y)/2$  to  $y$

Step 5 : Assign  $x-y$  to  $x$

Step 6 : Print  $x$  and  $y$ .

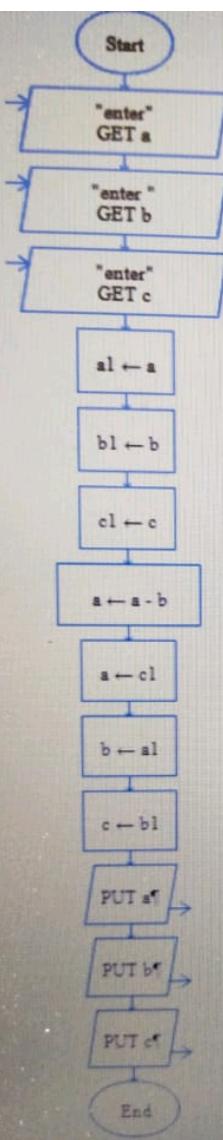
Step 7 : End

```
1 #include <stdio.h>
2
3 void main() {
4     int a,b;
5     printf("enter the two number a,b :::");
6     scanf("%d",&a);
7     scanf("%d",&b);
8     a=a+b;
9     b=a-b;
10    a=a-b;
11    printf("\n a= %d",a);
12    printf("\n b= %d",b);
13
14 }
```

```
enter the two number a,b ::5
10
```

```
a= 10
b= 5
```

input



MasterConsole

```

Font Font Size Edit Help
Variable C1 not found!
----Error, run halted----
15
5
10
----Run complete. 15 symbols evaluated.----|
```

Clear

(2)

Step 1: Init. Begin

Step 2: Declaration of variables

Step 3: Assign a to a, b to b,  
c to c,

Step 4: Assign

Step 5: printf a,b,c

Step 6: Stop.

main.c

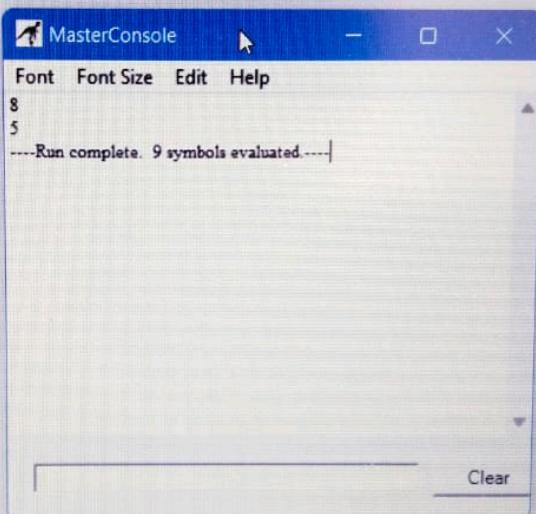
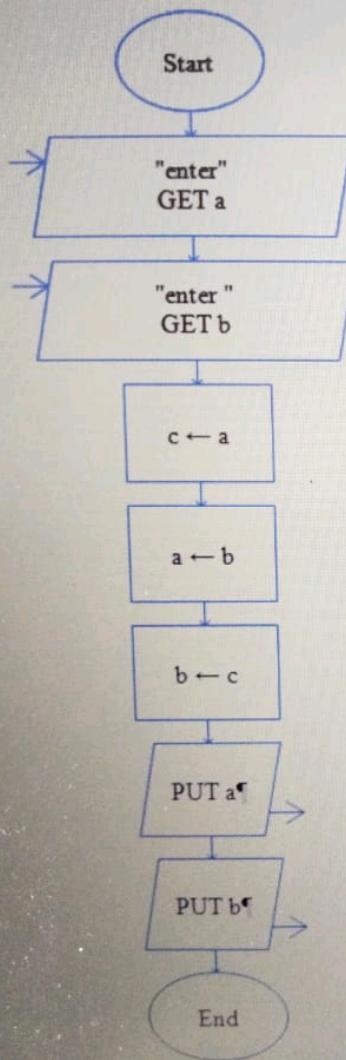
```
1 #include <stdio.h>
2
3 void main() {
4     int a,b,c;
5     printf("enter the two number a,b, c :::");
6     scanf("%d",&a);
7     scanf("%d",&b);
8     scanf("%d",&c);
9     int a1=a;
10    int b1=b;
11    int c1=c;
12    b=a1;
13    c==b1;
14    a=c1;
15    printf("\n a= %d",a);
16    printf("\n b= %d",b);
17    printf("\n b= %d",c);
18 }
```

input

enter the two number a,b, c ::5 6 7

a= 7  
b= 5  
b= 7

...Program finished with exit code 0  
Press ENTER to exit console.



(9)

Step 1 : Begin  
Step 2 : Declaration of variables  
Step 3 : check if condition ~~are~~.

~~do~~ and ~~do~~

Step 4 : Prints

Step 5 : Stop.