



main.c



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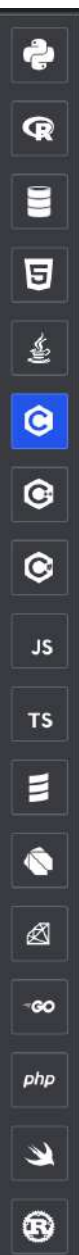
```
1 #include <stdio.h>
2
3 int main() {
4     int a, b, c;
5     printf("Enter three numbers: ");
6     scanf("%d %d %d", &a, &b, &c);
7
8     if (a >= b && a >= c) {
9         printf("%d is the largest number.\n", a);
10    } else if (b >= a && b >= c) {
11        printf("%d is the largest number.\n", b);
12    } else {
13        printf("%d is the largest number.\n", c);
14    }
15    return 0;
16 }
17
```

Output

Clear

Enter three numbers: 31 3123 41
3123 is the largest number.

=== Code Execution Successful ===



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















Output

Clear




```
1 #include <stdio.h>
2
3 int main() {
4     int num, square;
5     printf("Enter a number: ");
6     scanf("%d", &num);
7     square = num * num;
8     printf("Square of %d is %d\n", num, square);
9     return 0;
10 }
11
```

Enter a number: 21
Square of 21 is 441

=== Code Execution Successful ===



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Output

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Enter temperature in Celsius: -40
Temperature in Fahrenheit = -40.00

=== Code Execution Successful ===

```
1
2 #include <stdio.h>
3
4 int main() {
5     float celsius, fahrenheit;
6
7     printf("Enter temperature in Celsius: ");
8     scanf("%f", &celsius);
9
10    fahrenheit = (celsius * 9 / 5) + 32;
11
12    printf("Temperature in Fahrenheit = %.2f\n", fahrenheit);
13
14    return 0;
15 }
16
```



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Run

```
1
2 #include <stdio.h>
3
4 int main() {
5     int a, b;
6
7     printf("Enter value of a: ");
8     scanf("%d", &a);
9     printf("Enter value of b: ");
10    scanf("%d", &b);
11
12    printf("Before swapping: a = %d, b = %d\n", a, b);
13
14    // Swap without third variable
15    a = a + b;
16    b = a - b;
17    a = a - b;
18
19    printf("After swapping: a = %d, b = %d\n", a, b);
20
21    return 0;
22 }
23
```

Output

Clear

```
Enter value of a: 3
Enter value of b: 5
Before swapping: a = 3, b = 5
After swapping: a = 5, b = 3
```

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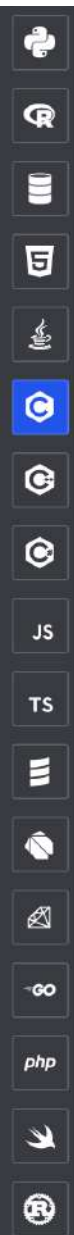
```
1
2 #include <stdio.h>
3
4 int main()
5 {
6     float principal, rate, time, simple_interest;
7
8     // Input principal, rate, and time
9     printf("Enter principal amount: ");
10    scanf("%f", &principal);
11
12    printf("Enter rate of interest: ");
13    scanf("%f", &rate);
14
15    printf("Enter time (in years): ");
16    scanf("%f", &time);
17
18    // Calculate simple interest
19    simple_interest = (principal * rate * time) / 100;
20
21    // Output the result
22    printf("Simple Interest = %.2f\n", simple_interest);
23
24    return 0;
25 }
26
```

Output

Clear

```
Enter principal amount: 312
Enter rate of interest: 1
Enter time (in years): 32
Simple Interest = 99.84
```

```
=== Code Execution Successful ===
```



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```
1
2 #include <stdio.h>
3 #include <math.h>
4
5 int main() {
6     float principal, rate, time, amount, compound_interest;
7
8     printf("Enter principal amount: ");
9     scanf("%f", &principal);
10    printf("Enter rate of interest: ");
11    scanf("%f", &rate);
12    printf("Enter time (in years): ");
13    scanf("%f", &time);
14
15    amount = principal * pow((1 + rate / 100), time);
16    compound_interest = amount - principal;
17
18    printf("Compound Interest = %f\n", compound_interest);
19
20    return 0;
21 }
22
```

Output

Clear

```
Enter principal amount: 313
Enter rate of interest: 1
Enter time (in years): 23
Compound Interest = 80.491943
```

```
=== Code Execution Successful ===
```



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Output

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```
1 #include <stdio.h>
2
3 int main() {
4     int num;
5     printf("Enter a number: ");
6     scanf("%d", &num);
7     if (num % 2 == 0) {
8         printf("%d is Even\n", num);
9     } else {
10        printf("%d is Odd\n", num);
11    }
12    return 0;
13 }
14
```

```
Enter a number: 21
21 is Odd

=== Code Execution Successful ===
```



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Output

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```
1 #include <stdio.h>
2
3 int main() {
4     printf("Name :- Arnika\n");
5     printf("Sap ID :- 590024386\n");
6     return 0;
7 }
```

Name :- Arnika
Sap ID :- 590024386

=== Code Execution Successful ===



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```
1 #include <stdio.h>
2
3 int main() {
4     float l, b;
5     printf("Enter length and width: ");
6     scanf("%f %f", &l, &b);
7
8     printf("Area=%f Perimeter=%f", l*b, 2*(l+b));
9     return 0;
10 }
11
```

Output

Clear

```
Enter length and width: 3 1
Area=3.000000 Perimeter=8.000000

=== Code Execution Successful ===
```