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**Batch:- Cyber Security (13)**

**Enrollment :- CS 32**

Crampat University

→ Branch: Cyber security

→ Semester: Sem 1

→ Student Name:- Patel Ayush P.

→ Enrollment No:- CS 32

→ Batch No:- 13

→ Date of assigned :- 11 Sept.

Practical

→ Date of Submission :- 17 Sept.

Practical

→ Practical No:- 1

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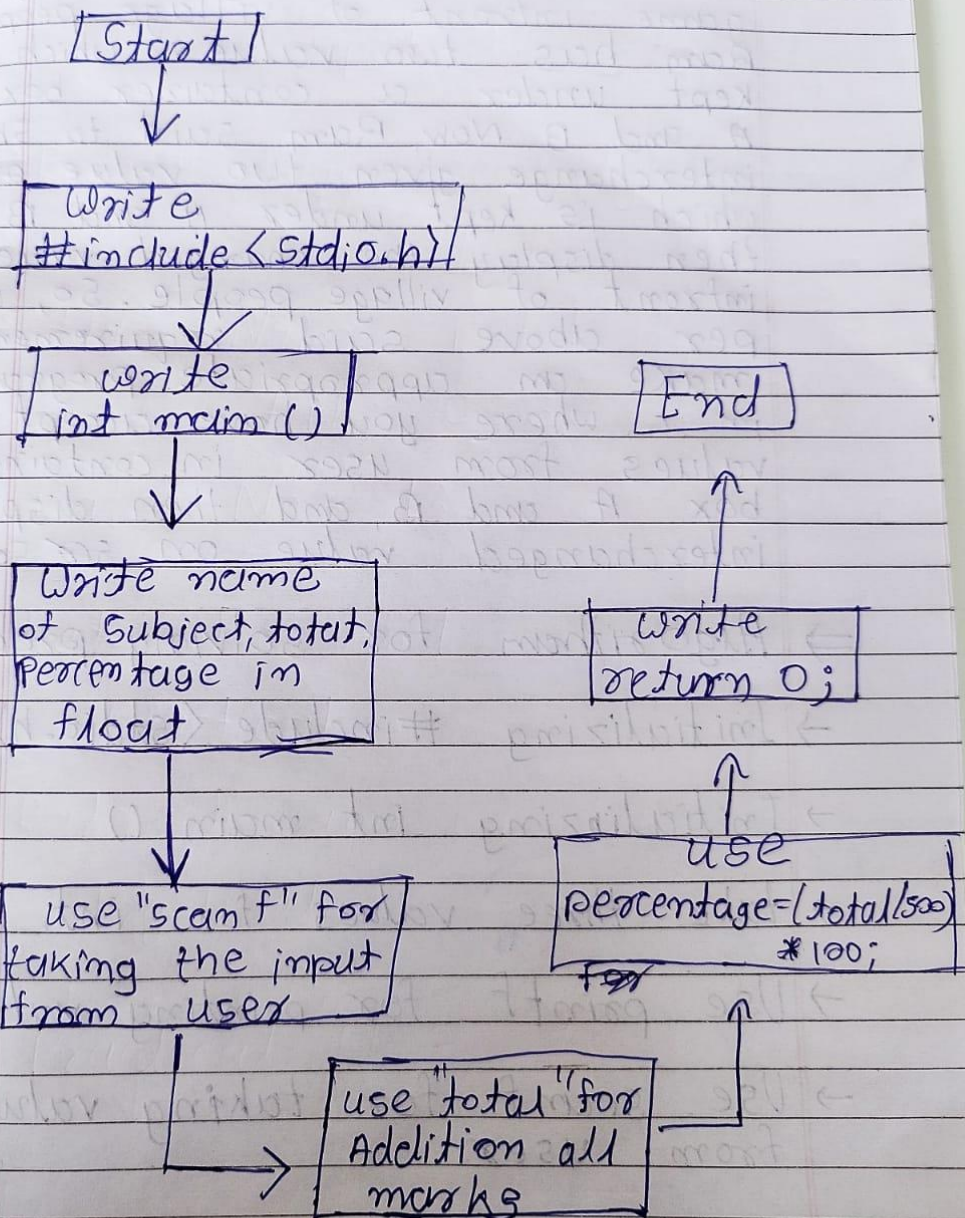
Q1 → In a school, if the marks obtained by a student in five different subjects are input through the keyboard, find out the aggregate marks and different percentage marks obtained by the student. Assume that the maximum marks

⇒ Algorithm for solving question:-

- Initializing `#include <stdio.h>`
- Initializing `int main`
- Initializing `float`
- Printing the marks ~~of~~ by using `printf` command.
- Used `scanf` for take the input from the user
- Then used "total" for sum of all marks
- Using percentage for printe the percentage value of marks



⇒ flowchart :-



**Code:-**

```
#include<stdio.h>

int main()
{
float eng,phy,chem,math,comp,total,percentage;
printf("Enter the marks of 5 subject \n");
scanf("%f%f%f%f%f",&eng,&phy,&chem,&math,&comp);
total=eng+phy+chem+math+comp;

percentage=(total/500)*100;
printf("\nTotal=%f",total);

printf("\nPercentage=%f",percentage);
return 0;
}
```

**Output:-**

```
(ayush@ayush) - [~/Desktop]  
$ ./ESFP-1
```

```
(ayush@ayush) - [~/Desktop/ESFP-1]  
$ ./f1
```

Enter the marks of 5 subject

45

50

55

60

65

Total=275.000000

Percentage=55.000000

```
(ayush@ayush) - [~/Desktop/ESFP-1]  
$
```

Q-2 In a village, Ram and Shyam are friends, and they are playing game in front of village people. Ram has two values which is kept under a container box A and B. Now, Ram said to Shyam interchange given two value of which is kept under A and B and then display the changed value in front of village people. So, as per above said requirement, make an appropriate program in C, where you have accept two values from user in container box A and B, and then display interchanged value on ~~ser~~ screen.

⇒ Algorithm for solving problem.

→ Initializing `#include <stdio.h>`

→ Initializing `int main ()`

→ take three values for int.

→ Use `printf` for printing value.

→ Use `scanf` for taking value from user.

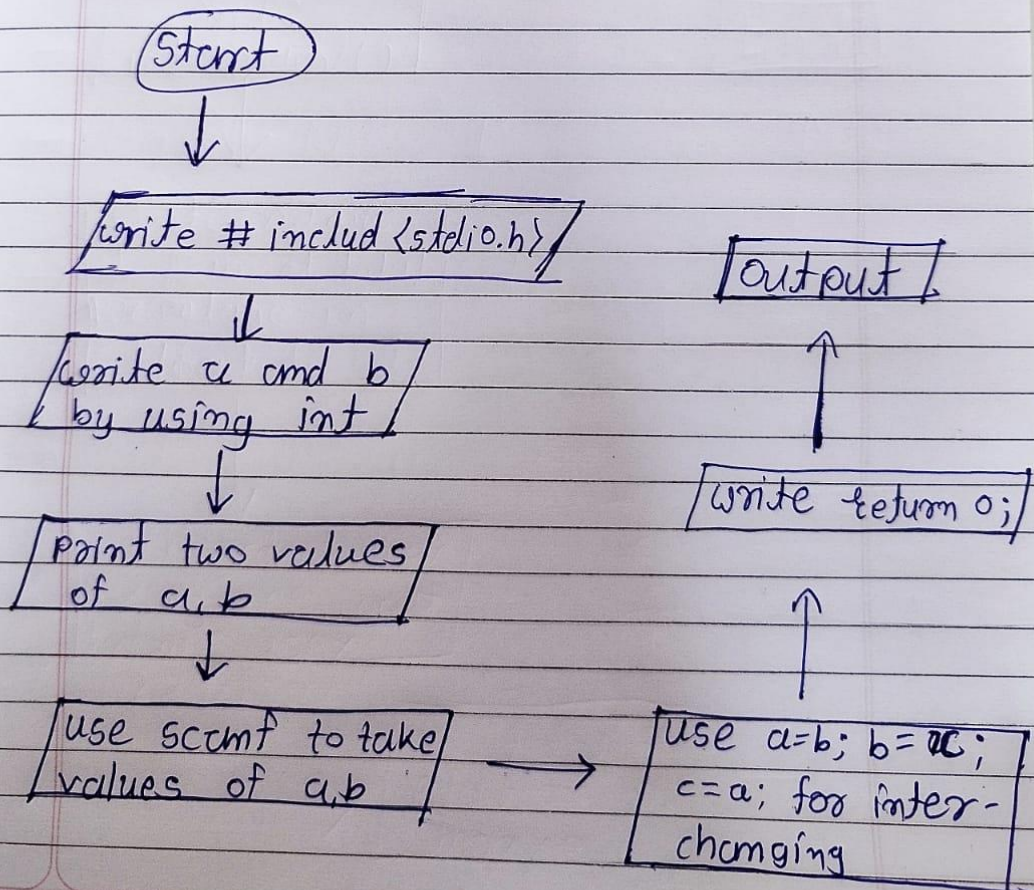


⇒ Use printf for printing value before interchange.

→ Write  $c=a; a=b; b=c;$  for interchanging the value.

→ Again use printf for interchanged value.

⇒ flowchart:



**Code:-**

```
#include<stdio.h>

int main()
{
int a,b,c;

printf("Enter the value of a and b:");

scanf("%d%d",&a,&b);

printf("value before interchanged a and b: %d,%d \n",a,b);

c=a;

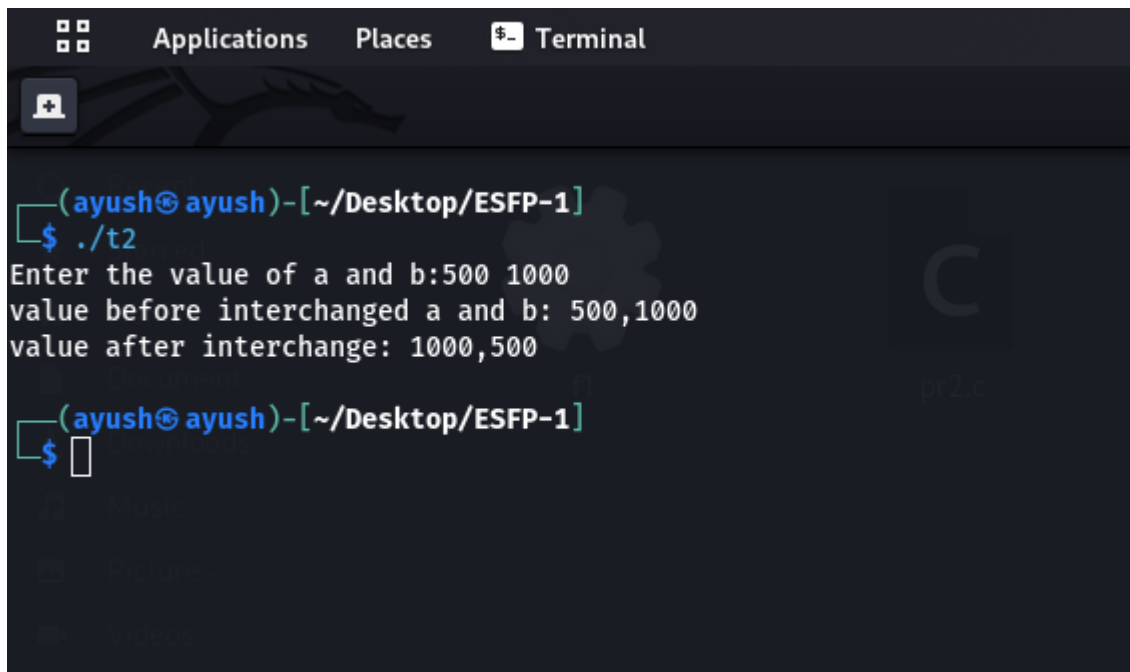
a=b;

b=c;

printf("value after interchange: %d,%d",a,b);

return 0;

}
```

**Output:-**

The screenshot shows a terminal window with a dark background. The title bar at the top contains icons for Applications, Places, and Terminal. The terminal prompt is `(ayush@ayush)-[~/Desktop/ESFP-1]`. The user enters `./t2`, and the program outputs: `Enter the value of a and b:500 1000`, `value before interchanged a and b: 500,1000`, and `value after interchange: 1000,500`. The terminal prompt returns to `(ayush@ayush)-[~/Desktop/ESFP-1]` with a cursor after the dollar sign.



