

Practical-01

Aim:- Structure of C Program.

Code:-

```
#include<stdio.h>  
// Header file > stdio stand for Standard Input , Output.  
  
/*If we use Turbo C and CodeBlocks we must include  
conio.h header file...> conio stands for Console I/O.  
*/  
  
int main() // This is the main Function...  
//Compiler starts executing instruction from main function  
{  
  
    return 0; // return type > here is return 0 Because out main  
                // function's type is int.  
}
```

Practical-02

Aim:- Implement Basic C Programs using scanf() and printf()

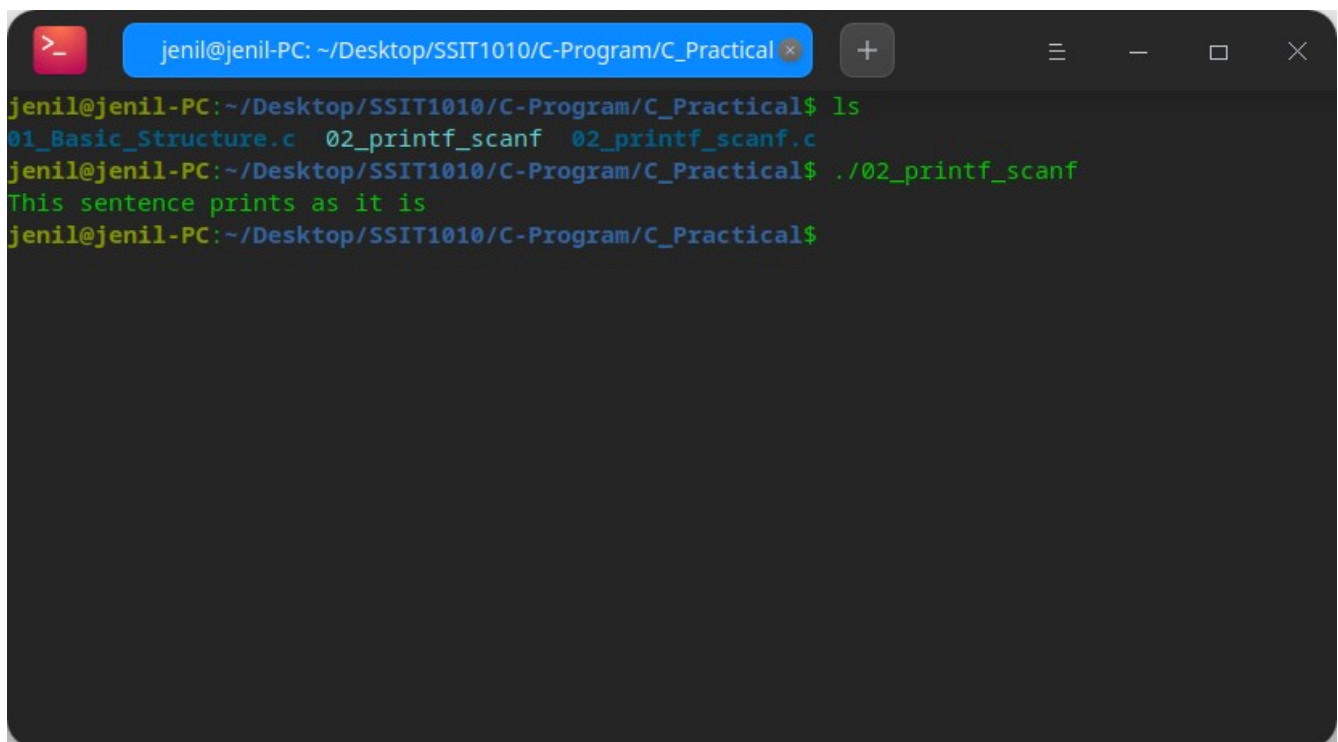
Code:-(Printf)

```
#include<stdio.h>

int main(){

    printf("This sentence prints as it is");
    // \n .... New line
    return 0;
}
```

Output:-

A screenshot of a terminal window with a dark background. The title bar at the top shows the user 'jenil' on a 'jenil-PC' at the directory '~/Desktop/SSIT1010/C-Program/C_Practical'. The terminal content shows the following commands and output: 1. 'ls' command lists files: '01_Basic_Structure.c', '02_printf_scanf', and '02_printf_scanf.c'. 2. './02_printf_scanf' command is executed, resulting in the output 'This sentence prints as it is'. The prompt returns to the shell.

```
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ ls
01_Basic_Structure.c  02_printf_scanf  02_printf_scanf.c
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$ ./02_printf_scanf
This sentence prints as it is
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$
```

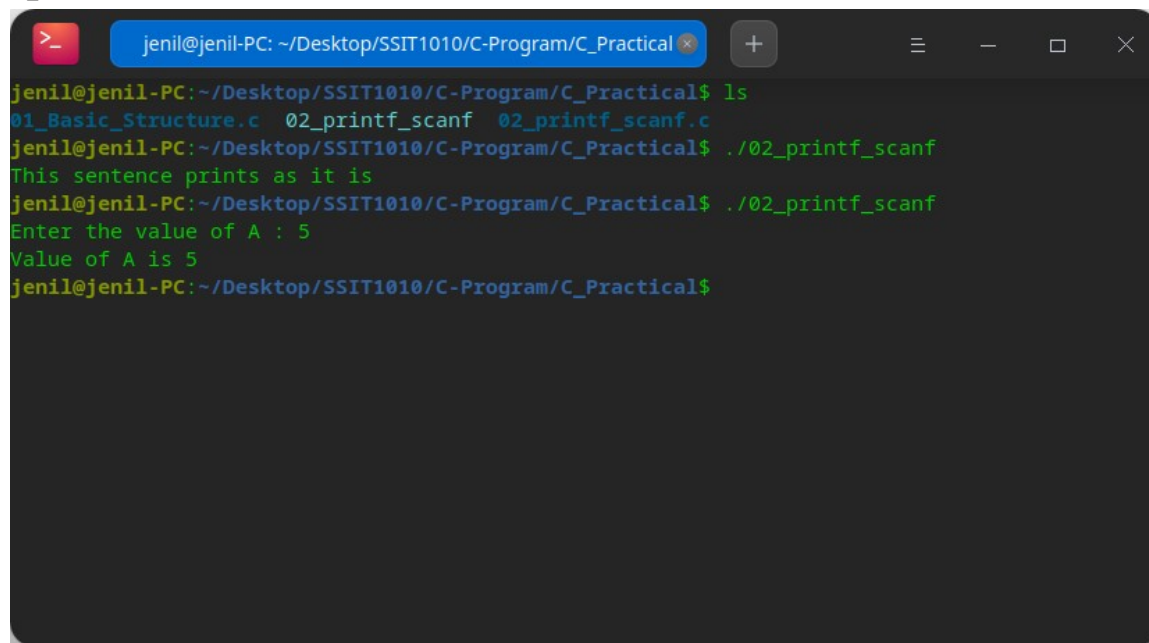
Code:-(Scanf)

```
#include<stdio.h>
int main(){
    int A;//Variable Initialization

    printf("Enter the value of A : ");
    scanf("%d",&A);
    printf("Value of A is %d\n",A);
    /*
        %d for Integers
        %f for Real Number(Float)
        %c for Character
    */

    return 0;
}
```

Output:-



```
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ ls
01_Basic_Structure.c  02_printf_scanf  02_printf_scanf.c
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ ./02_printf_scanf
This sentence prints as it is
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ ./02_printf_scanf
Enter the value of A : 5
Value of A is 5
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$
```

Practical-03

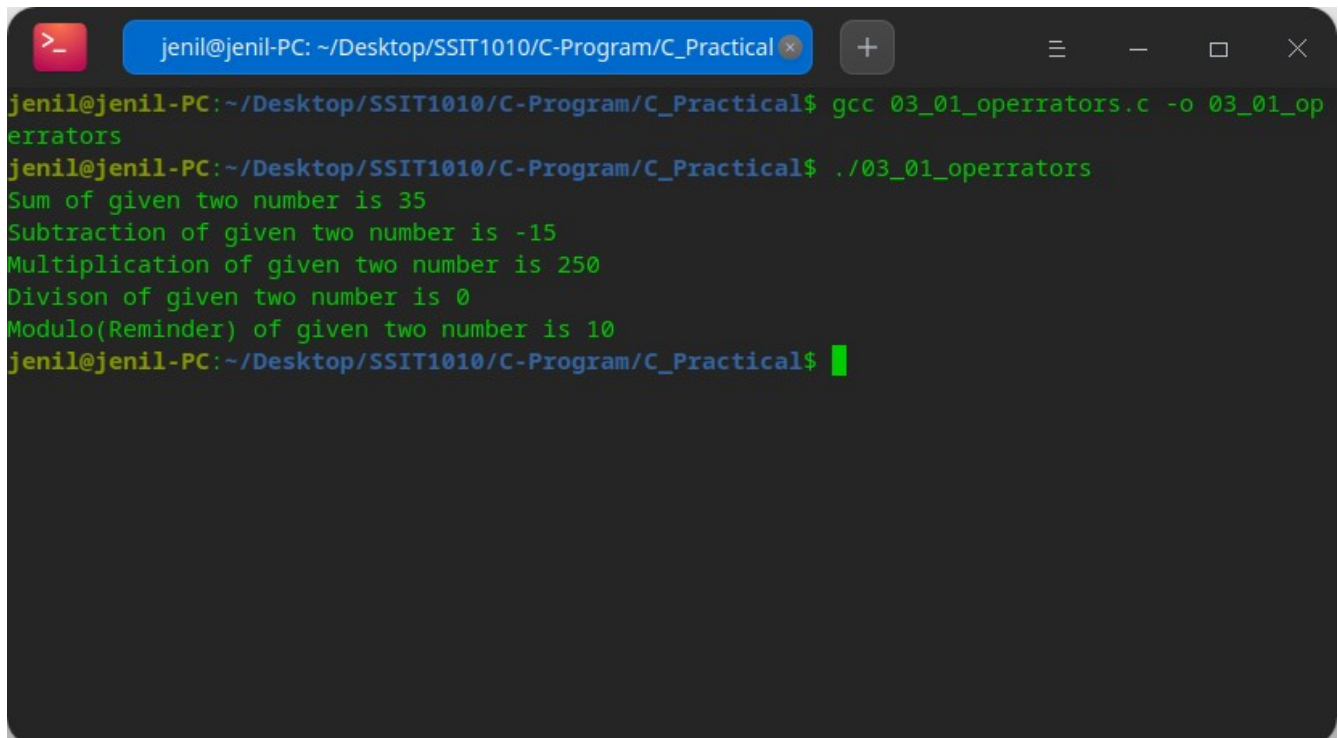
Aim:- Implement Basic C Programs to demonstrate different types of operators.

Code:- (Arithmetic operator)

```
#include<stdio.h>
    // Arithmetic operators
int main(){
    /*
        +(Sum),-(Sub),*(Multiplication),/(Division)
        %(Modulo)....reminders.
    */
    //variable init.. and Declaration.
    int Sum, Sub, Mul, Div, Mod;
    int A= 10;
    int B = 25;
    //Operations
    Sum = A+B;
    Sub = A-B;
    Mul = A*B;
    Div = A/B;
    Mod = A%B;
    //Print Statements
    printf("Sum of given two number is %d \n",Sum);
    printf("Subtraction of given two number is %d \n",Sub);
    printf("Multiplication of given two number is %d \n",Mul);
    printf("Divison of given two number is %d \n",Div);
    printf("Modulo(Reminder) of given two number is %d \n",Mod);
    return 0;
}
```

Output:-

Here we use gcc command to compile the .c extension file. After this command compiler creates [File_name].exe (executable) file automatically....



```
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ gcc 03_01_operrators.c -o 03_01_operrators
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$ ./03_01_operrators
Sum of given two number is 35
Subtraction of given two number is -15
Multiplication of given two number is 250
Divison of given two number is 0
Modulo(Reminder) of given two number is 10
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$
```

Code:-(Increment Decrement)

```
#include<stdio.h>

int main(){

    int a, b;//Var initialization

    //take input from user
    printf("Enter your first Number: ");
    scanf("%d",&a);
    printf("Enter your second number: ");
    scanf("%d",&b);

    // Increment/Decrement operators
    int post_increment, post_decrement;
    int pre_increment, pre_decrement;

    pre_increment = ++a; // (first calculate a+1 and then print it)
    post_increment = b++; // (first Print and then Calculate a+1)
    pre_decrement = --b; // (first calculate a-1 and then print it)
    post_decrement = a--; // (first Print and then Calculate a-1)

    printf("i am pre increment %d\n",pre_increment);
    printf("i am post increment %d\n",post_increment);
    printf("i am pre decrement %d\n",pre_decrement);
    printf("i am post decrement %d\n",post_decrement);

    return 0;
}
```

Output:-

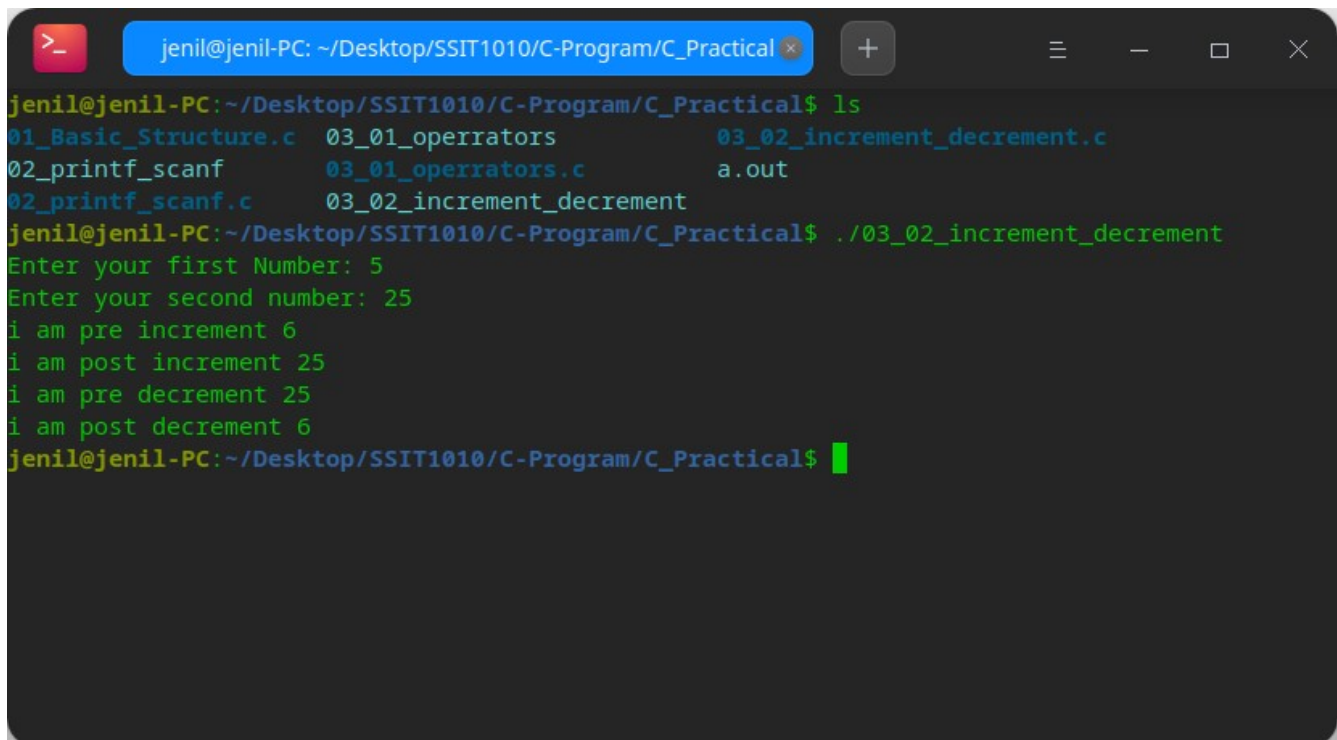
Explain:- Let First Number take X and second Number is Y. So X = 5 and Y = 25.....

X's **pre_increment** is 6 (5+1) so now X's value is 6..

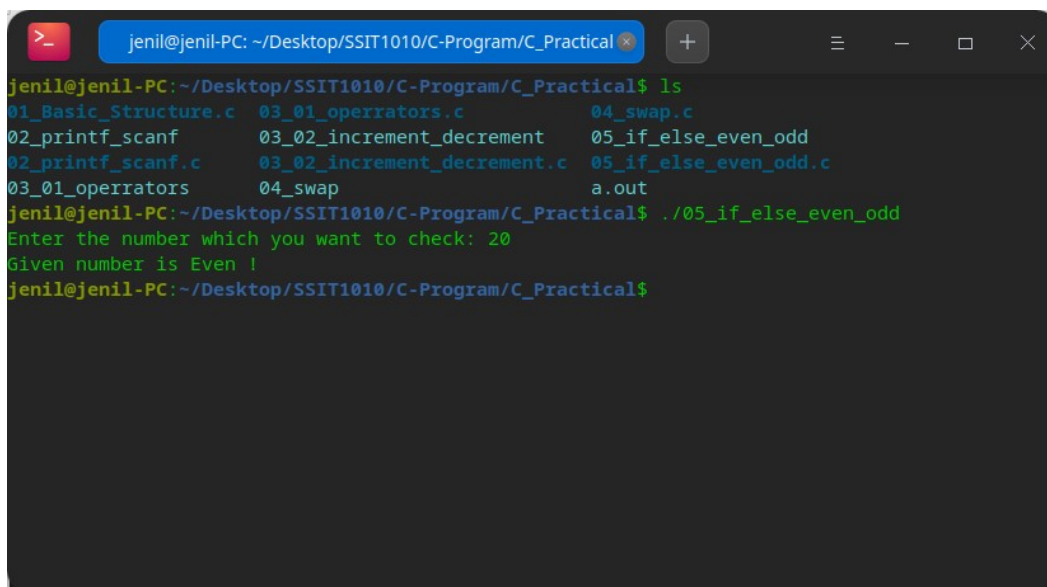
Post increment means first print and then increase value by adding 1..
so in this case first print Y's value and then Y's value will update..(26)

Y's **pre_decrement** is 25 (26-1) so now Y's value is 25..

Post decrement means first print and then decrease value by deduct 1..
so in this case first print X's value(6) and then X's value will update..(5)



```
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ ls
01_Basic_Structure.c  03_01_operrators      03_02_increment_decrement.c
02_printf_scanf       03_01_operrators.c    a.out
02_printf_scanf.c     03_02_increment_decrement
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$ ./03_02_increment_decrement
Enter your first Number: 5
Enter your second number: 25
i am pre increment 6
i am post increment 25
i am pre decrement 25
i am post decrement 6
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$
```

A terminal window titled 'jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical' with standard window controls. The terminal shows the following commands and output:

```
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$ ls
01_Basic_Structure.c  03_01_operrators.c      04_swap.c
02_printf_scanf       03_02_increment_decrement  05_if_else_even_odd
02_printf_scanf.c     03_02_increment_decrement.c  05_if_else_even_odd.c
03_01_operrators      04_swap                  a.out
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$ ./05_if_else_even_odd
Enter the number which you want to check: 20
Given number is Even !
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$
```


Practical-04

Aim:- Swap two Numbers using third variable

Code:-

```
#include<stdio.h>
```

```
int main()
```

```
{
```

```
    int x, y;
```

```
    x = 10;
```

```
    y = 20;
```

```
    int temp = x;
```

```
    x = y;
```

```
    y = temp;
```

```
    printf("After Swapping: x = %d, y = %d\n", x, y);
```

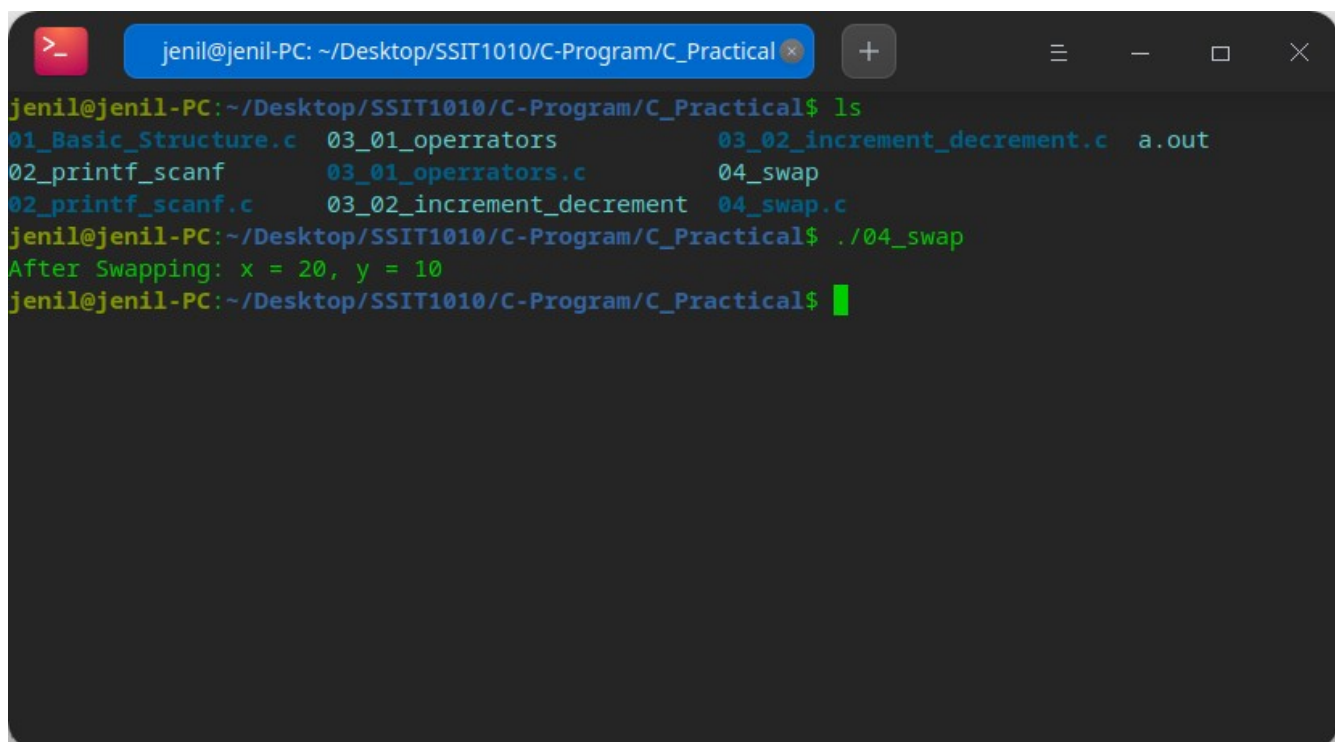
```
    return 0;
```

```
}
```

Output:-

Explain:-

- first of all store x's value in third variable(temp).
- So the value of temp is 10.
- now store y's value in variable x.
- So the value of x is become 20 and y is also 20
- now store temp's value in y.
- So that value of y become 10(same as x).



```
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ ls
01_Basic_Structure.c  03_01_operrators      03_02_increment_decrement.c  a.out
02_printf_scanf      03_01_operrators.c    04_swap
02_printf_scanf.c    03_02_increment_decrement  04_swap.c
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$ ./04_swap
After Swapping: x = 20, y = 10
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$
```

Practical-05

Aim:- Implementation in C for conditional statement: if()...else{}

Code:-

```
#include<stdio.h>

int main(){

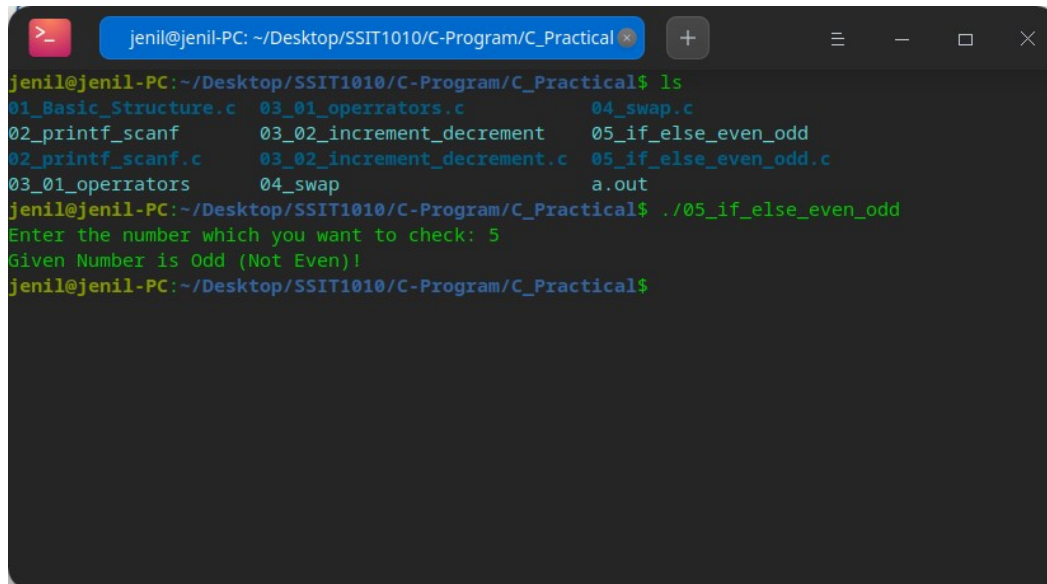
    int Number;

    printf("Enter the number which you want to check: ");
    scanf("%d",&Number);

    if (Number%2 == 0)
    {
        printf("Given number is Even !\n");
    }
    else
    {
        printf("Given Number is Odd (Not Even)! \n");
    }

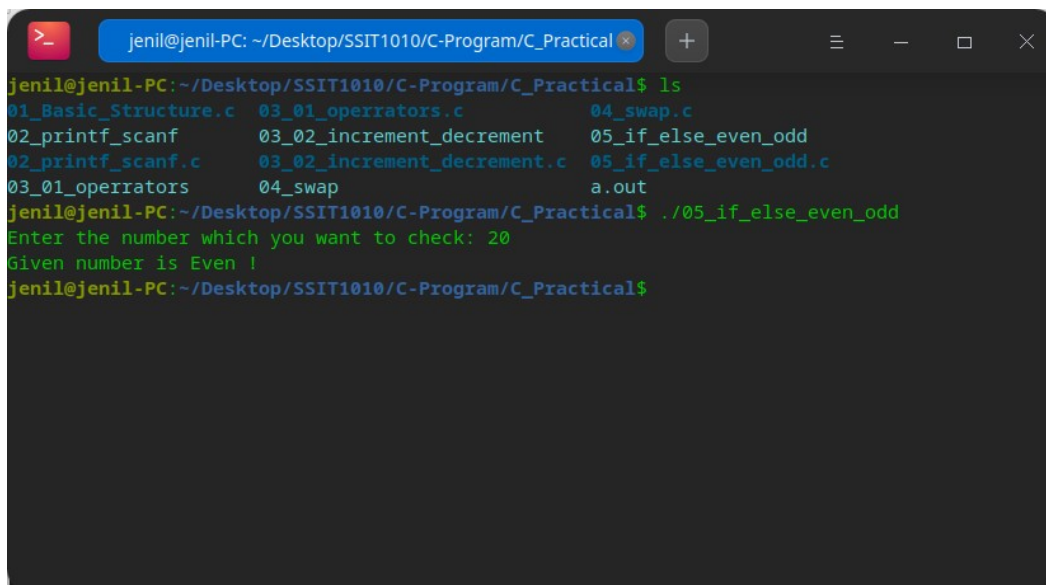
    return 0;
}
```

Code:-



```
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ ls
01_Basic_Structure.c  03_01_operrators.c      04_swap.c
02_printf_scanf       03_02_increment_decrement  05_if_else_even_odd
02_printf_scanf.c     03_02_increment_decrement.c  05_if_else_even_odd.c
03_01_operrators      04_swap                  a.out
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$ ./05_if_else_even_odd
Enter the number which you want to check: 5
Given Number is Odd (Not Even)!
```

Output i: for odd number



```
jenil@jenil-PC: ~/Desktop/SSIT1010/C-Program/C_Practical$ ls
01_Basic_Structure.c  03_01_operrators.c      04_swap.c
02_printf_scanf       03_02_increment_decrement  05_if_else_even_odd
02_printf_scanf.c     03_02_increment_decrement.c  05_if_else_even_odd.c
03_01_operrators      04_swap                  a.out
jenil@jenil-PC:~/Desktop/SSIT1010/C-Program/C_Practical$ ./05_if_else_even_odd
Enter the number which you want to check: 20
Given number is Even !
```

Output ii: for even number