

Lab Assignment 2

Note:

- Introduce the concept of scanf to students
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1. Two numbers are input through the keyboard into location c and d. WAP to interchange the contents of c and d using third variable.
 2. Two numbers are input through the keyboard into location c and d. WAP to interchange the contents of c and d without using third variable.
 3. WAP for area of a circle.
 4. WAP for simple interest.
 5. WAP for compound interest.
 6. If a 5-digit number is input through the keyboard, then write a program to reverse the number.