Q1. Purpose of main() in C

The main() function is the starting point of every C program. It is where the execution of a program starts. Every C program needs to have a main() function. Its significance includes:

Entry point of program: Execution starts from main()

Return value: Return value is mostly an integer (0 for execution success)

Routine: Used as a central point and it calls other routines.

```
Example:
```

```
int main() {
printf("Hello, World!");
return 0;
}
```

Q2. Declaration of Variables vs Initialization of Variables

Declaration - This is when the type and name of the variable are given to the compiler, but no value is assigned.

Example:

```
int a; // declaration
```

Initialization: The value is assigned to the variable when it is declared.

Example:

```
int a = 10; // initialization
```

#include <stdio.h>

```
Q3. C Program: Personalized Salutation
```

```
int main() {
  char name[50];
  printf("Enter your name: ");
  scanf("%s", name);
  printf("Hello, %s! Welcome!\n", name);
  return 0;
```

```
}
Q4. Data Types in C
Basic data types:
int - integer, e.g., int age = 25;
Float - decimal, e.g., float height = 5.8;
double - double precision, e.g. double pi = 3.14159;
char - character, as in char grade = 'A';
Derived data types:
Pointers, arrays, structures, and so forth.
Example:
int a = 10;
float b = 5.5;
double c = 9.87654321;
char d = 'Z';
Q5. Type Conversions
Implicit (Typecasting is automatic by compiler)
Example:
int a = 5;
double b = a; // implicit conversion from int to double
Prior-to the net days, explicit typecasting (done by programmer)
Example:
double x = 9.7;
int y = (int)x; // explicit conversion
Q6. Program: Area of a Rectangle
```

```
#include <stdio.h>
int main() {
float length, width, area;
printf("Enter length: ");
scanf("%f", &length);
printf("Enter width: ");
scanf("%f", &width);
area = length width;
printf("Area of rectangle: %.2f\n", area);
return 0:
Q7. Role of scanf()
scanf() is used to get input from the user and save it in variables.
Example:
int age;
printf("Enter your age: ");
scanf("%d", &age);
printf("Your age is %d\n", age);
%d - format specifier for int.
&age - input variable address (the address to the variable which contains the input).
Q8. Celsius to Fahrenheit
#include <stdio.h>
int main() {
float celsius, fahrenheit;
printf("Enter temperature in Celsius: ");
scanf("%f", &celsius);
fahrenheit = (celsius 9 / 5) + 32;
printf("Temperature in Fahrenheit: %.2f\n", fahrenheit);
return 0;
Q9. Days to Weeks and Days Converter
```

```
#include <stdio.h>
int main() {
int days, weeks, remaining days;
printf("Enter number of days: ");
scanf("%d", &days);
weeks = days / 7;
remainingdays = days % 7;
printf("%d days = %d week(s) and %d day(s)\n", days, weeks, remainingdays);
return 0;
}
Q10. Replace Temporary Variable With Swift Variable
#include <stdio.h>
int main() {
int a, b, temp;
printf("Enter two numbers: ");
scanf("%d %d", &a, &b);
temp = a;
a = b;
b = temp;
printf("a = \%d, b = \%d after swapping\n", a, b);
return 0;
}
Q11. Add, Multiply, Subtract
x = (x + 1) 3 - 10;
Q12. Check a > b and c != 0
(a > b) \&\& (c != 0)
Q13. Divisible by 2 and 3 without modulus
((n/2) 2 == n) && ((n/3) 3 == n)
Q14. Replace With Temporary Variable
x = x + y;
y = x - y;
x = x - y;
```

Q15. Check Positive and Even

$$(n > 0) \&\& (n \% 2 == 0)$$

Q16. Average of Two Variables

$$(x + y) / 2.0$$

Q17. Check Uppercase Character

$$(ch >= 'A' \&\& ch <= 'Z')$$

Q18. Sum of the Squares of Three Quantities

$$(aa + bb + cc)$$

Q19. Check a == b and b != c

$$(a == b) \&\& (b != c)$$

Q20. Multiple of 3 or 5

$$(n \% 3 == 0) (n \% 5 == 0)$$

Q21. Cycle Swap of Three Variables

int temp =
$$x$$
;

$$x = y$$
;

$$y = z$$
;

$$z = temp;$$

Q22. Square Root of Sum Rounded

$$(int)(sqrt(a+b)+0.5)$$

Q23. Check Power of 2

$$(num > 0) \&\& ((num \& (num - 1)) == 0)$$

Q24. Check Perfect Square