



Week 2: Programs on Input, Output Functions And Control Structures

2021

Name:	SRN:	Section:
	Date:	Week Number:

1	<p>Write a program to calculate the grade of the student according to the specified marks.</p> <p>Grade A: Marks(>85 and <=100) Grade B: Marks(>60 and <=85) Grade C: Marks(>40 and <=60) Grade D: Marks(>30 and <=40) Fail: Marks(<30)</p> <p>Sample Input: Enter your marks:60</p> <p>Sample Output: You got grade C</p>
	<p>Program:</p> <pre>#include<stdio.h> int main(){ int a; char grade; printf("Enter your Marks:"); scanf("%d",&a); if (a>85&&a<=100) { grade='A'; } else if (a>60&&a<=85) { grade='B'; } else if (a>40&&a<=60) { grade='C'; } }</pre>

	<pre> } else if (a>=30&&a<=40) { grade='D'; } else if (a<30) { grade='F'; } else{ printf("INVALID MARKS TRY AGAIN\n"); return main(); } printf("You got grade %c",grade); return 0; } </pre>
	<p>Output Screenshot:</p>  <pre> Windows PowerShell Copyright (C) Microsoft Corporation. All rights reserved. Try the new cross-platform PowerShell https://aka.ms/pscore6 PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bruh.exe Enter your Marks:65 You got grade B PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> █ </pre>
2	<p>Write a Program to convert all characters in a given line from lower case to upper case.</p> <p>Sample Input: Enter characters to convert case I am student of 2nd Semester!</p> <p>Sample Output: I AM STUDENT OF 2ND SEMESTER!</p>



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

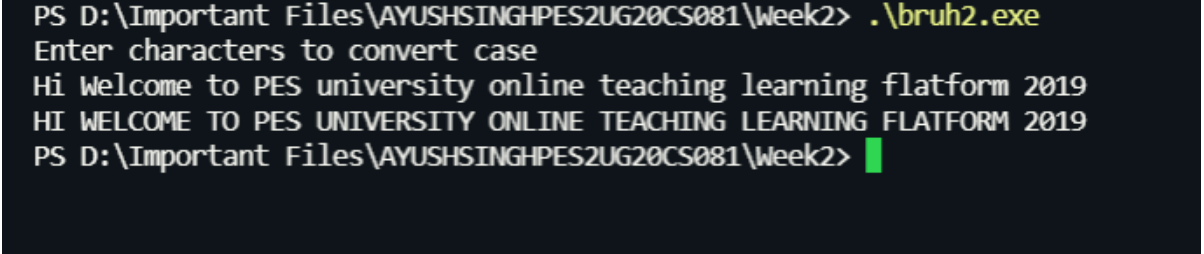
//prototyping
int upper(char str[]);
int main(){

    char sen[100];
    printf("Enter characters to convert case\n");
    //fgets(sen,100,stdin);
    scanf("%[^\n]s%",sen);
    upper(sen);
    return 0;

}

int upper(char str[]){
    int count=0;
    //"\0" is the ascii value NUL
    //ascii A=65 Z=90
    //91 to 96 symbols
    //a=97 to z=122
    while(str[count]!='\0'){

        if (str[count]>='a' && str[count]<='z'){
            str[count]-=32;
        }
        count++;
    }
    printf("%s",str);
    return 0;
}
```

	<p>Output Screenshot:</p> 
3	<p>Write a C program using bitwise operators for the following:</p> <ul style="list-style-type: none"> i) check whether specified bit is set or not ii) set the specified bit and print the result iii) clear the specified bit and print the result <p>Sample Input/Output:</p> <p>Enter the number which you want check 25 Input number is 25 Enter the bit position, starts from zero 2 bit is not set Enter the bit position, which you want to set 4 set : 16 The number after set is 25 Enter the bit position, which bit you want to clear 3 set : 0 The number after clear is 17</p>
	<p>Program:</p> <pre>#include<stdio.h> int main(){ int a,n; printf("Enter the number which you want check:"); scanf("%d",&a); printf("Input number is :%d\n\n\n",a); printf("Enter the bit position,from 0:"); scanf("%d",&n); if(a==(a 1<<n)){ printf("Bit is set:\n\n\n"); }else{ printf("Bit is not set:\n\n\n"); } }</pre>



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	<pre>printf("Enter the bit position,the bit u want to set:"); scanf("%d",&n); printf("SET:%d\n",1<<n); a=(a 1<<n); printf("The number after SET:%d\n\n\n",a); printf("Enter the bit position, the bit to be cleared:"); scanf("%d",&n); if(a==(a 1<<n)){ a=a-(1<<n); } printf("Number after clear: %d",a); return 0; }</pre>
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	<p>Output Screenshot:</p>  <pre> PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bruh3.exe Enter the number which you want check:25 Input number is :25 Enter the bit position,from 0:2 Bit is not set: Enter the bit position,the bit u want to set:4 SET:16 The number after SET:25 Enter the bit position, the bit to be cleared:3 Number after clear 17 PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> </pre>
4	<p>a)Write a program to generate a multiplication table using for loop</p> <p>b)Write a program to print the following pattern</p> <pre> * ** *** **** ***** </pre>
	<p>Program:</p> <pre> #include<stdio.h> int pyramid(int a); int multable(int a); int main(){ int a; printf("ENTER A NUMBER:"); scanf("%d",&a); </pre>



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```
pyramid(a);
printf("\n\n");
multable(a);

return 0;
}
int pyramid(int a){
    int i,j;
    for ( i = 1; i <= a; i++)
    {
        for ( j = 1; j <= i; j++)
        {
            printf("*");
        }
        printf("\n");
    }
    return 0;
}
int multable(int a){
    int i;
    for( i = 1; i <= 10; i++)
    {
        printf("%d\n",a*i);
    }
    return 0;
}
```

Output Screenshot:

```
PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bruch4.exe  
ENTER A NUMBER:10  
*  
**  
***  
****  
*****  
*****  
*****  
*****  
*****  
*****  
*****  
  
10  
20  
30  
40  
50  
60  
70  
80  
90  
100  
PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2>
```

5	Write a program to implement a Simple Calculator using switch Statement
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Sample input:

Enter an operator (+, -, *, /): +

Enter two operands: 3 4

Sample Output:

$$3.0 + 4.0 = 7.0$$

Sample input:

Enter an operator (+, -, *, ,): -



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	<p>Enter two operands: 7 6</p> <p>Sample Output:</p> <p>7.0 - 6.0 = 1.0</p>
	<pre>Program: #include<stdio.h> int main(){ float a,b; char op; printf("Enter ur expression(a op b):"); scanf("%f %c %f",&a,&op,&b); switch (op) { case '+': printf("%2.1f %c %2.1f = %2.1f\n",a,op,b,a+b); break; case '-': printf("%2.1f %c %2.1f = %2.1f\n",a,op,b,a-b); break; case '*': printf("%2.1f %c %2.1f = %2.1f\n",a,op,b,a*b); break; case '/': printf("%2.1f %c %2.1f = %2.1f\n",a,op,b,a/b); break; default: printf("Wrong operator:\n"); return 0; break; } return 0; }</pre>

	<p>Output Screenshot:</p>  <pre> PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bru5.exe Enter ur expression(a op b):1 + 2 1.0 + 2.0 = 3.0 PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bru5.exe Enter ur expression(a op b):1 / 2 1.0 / 2.0 = 0.5 PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> 1 * 2 2 PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bru5.exe Enter ur expression(a op b):1 * 2 1.0 * 2.0 = 2.0 PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bru5.exe Enter ur expression(a op b):1 - 2 1.0 - 2.0 = -1.0 PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> </pre>
6	<p>Write a program to validate a given date and find the next date</p> <p>Sample input:</p> <p>Enter the date 12</p> <p>Enter the month 12</p> <p>Enter the year 2000</p> <p>Sample Output:</p> <p>Date is valid & next date is: 13/12/2000</p> <p>Sample input:</p> <p>Enter the date 1</p> <p>Enter the month 13</p> <p>Enter the year 2000</p> <p>Sample Output:</p> <p>Month is invalid</p>



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Program:

```
#include <stdio.h>

int nextday(int day,int mon,int year,int lis[12]);
int main()
{
    int m[12] = {31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31};
    int day, month, year;

    printf("Enter the day: ");
    scanf("%d", &day);
    printf("Enter the month: ");
    scanf("%d", &month);
    printf("Enter the year:");
    scanf("%d", &year);

    // leap year change feb to 29
    if ( year > 0 &&
        year % 4 == 0 &&
        year % 400 == 0)
    {
        m[1] = 29;
    }

    //limits for date
    if ((year >= 0) &&
        (month >= 1 && month <= 12) &&
        (day >= 1 && day <= m[month-1]))
    {
        printf("Date is Valid.\n");
    }
    else
    {
        printf("Date is Invalid\n");
    }
    nextday(day,month,year,m);
    return 0;
}

int nextday(int day,int mon,int year,int lis[12]){
```

	<pre> int newday,newm,newyear; if (day<lis[mon-1]){ newday=day+1; newm=mon; newyear=year; }else{ newday=1; newm=mon+1; if(newm<13){ newyear=year; }else{ newyear=year+1; newm=1; } } printf("NEXT DAY IS:%d %d %d",newday,newm,newyear); return 0; } </pre>
	<p>Output Screenshot:</p>  <pre> PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bruh6.exe Enter the day: 31 12 2000 Enter the month: Enter the year: Date is Valid. NEXT DAY IS:1 1 2001 PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> .\bruh6.exe Enter the day: 30 2 2000 Enter the month: Enter the year: Date is Invalid PS D:\Important Files\AYUSHSINGHPES2UG20CS081\Week2> </pre>