##### **Project content :-**

* **swapping numbers without using third variable**
* **Explain the importance of structure in c programming. A program in c using structure to enter and print the record of 10 books available in your library. Following fields may be included in the record: book\_title, book\_price and number\_ of\_ the\_ pages.**
* **An Algorithm reverse a integer numbers and its flow-chart**
* **Pattern**
* **Find the given number is even or odd in c language.**
* **Find the given number is prime or not in c language.**
* **Fibonacci series nth terms .**
* **Given number is palindrome.**
* **Greater number among of 3.**
* **Write a program in c for a calculator.**