• 2. Operators in C Language

#include<stdio.h> /*1. Write a program to print unit digit of a given number int main(){ int a; scanf("%d",&a); printf("%d",a%10); return 0; } */ /*2. Write a program to print a given number without its last digit. int main(){ int a; scanf("%d",&a); printf("%d",a/10); return 0; } */ /*3. Write a program to swap values of two int variables int main(){ int i,j,t; scanf("%d %d",&i,&j);

t=j;

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j=i;
  i=t;
  printf("%d %d",i,j);
  return 0;
}
*/
/*4. Write a program to swap values of two int variables without using a third variable.
int main(){
  int i,j;
  scanf("%d %d",&i,&j);
  i=i+j;
 j=i-j;
  i=i-j;
  printf("%d %d",i,j);
  return 0;
}
*/
/*5. Write a program to input a three-digit number and display the sum of the digits.
int main(){
  int a,sum=0;
  scanf("%d",&a);
  for(int i=0;i<3;i++){
    sum+=(a%10);
    a/=10;
  }
```

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printf("%d",sum);
  return 0;
}
*/
/*6. Write a program which takes a character as an input and displays its ASCII code.
int main(){
  char c;
  scanf("%c",&c);
  printf("%d",c);
  return 0;
}
*/
/*7. Write a program to find the position of first 1 in LSB.
int main(){
  //doubt
  return 0;
}
*/
/*8. Write a program to check whether the given number is even or odd using a bitwise
operator.
doubt
*/
```

/*10. Write a program to make the last digit of a number stored in a variable as zero.

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(Example - if x=2345 then make it x=2340)
int main(){
  int a;
  scanf("%d",&a);
  a/=10;
  a*=10;
  printf("%d",a);
  return 0;
}
*/
/*11. Write a program to input a number from the user and also input a digit. Append a
digit in the number and print the resulting number. (Example - number=234 and
digit=9 then the resulting number is 2349)
int main(){
  int num, a, result;
  scanf("%d %d",&num,&a);
  result= num*10+a;
  printf("%d",result);
  return 0;
}
*/
/*12. Assume price of 1 USD is INR 76.23. Write a program to take the amount in INR and
convert it into USD.
int main(){
  float inr,usd=0;
```

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scanf("%f",&inr);
usd=inr/76.23;
printf("%f",usd);

*/

/*13. Write a program to take a three-digit number from the user and rotate its digits by
one position towards the right.
int main(){
  int num,result;
  scanf("%d",&num);
  result=((num%10)*100)+(num/10);
  printf("%d",result);
  return 0;
}

*/
```