

Department of Computer Science & Engineering

Problem Solving with C Laboratory-UE19CS152

Week-5

Objective: Students will learn to write user-defined functions
and recursion.
1) Write a function for factorial using recursion and use it to find C(n, r).
Input:
5 2
Output:
ncr is: 10
2) Read input from the user and write the functions for the following:
i) Armstrong number
ii) Perfect number
Input:
153
Output:
The 153 is an Armstrong number.
The 153 is not a Perfect number

Input:
28
Output:
The 28 is not an Armstrong number.
The 28 is a Perfect number.
steps to compile and execute:
gcc filename.c -lm //linking to math library
./a.out
3)Write a function to check whether a given number is prime and use that to find the
next prime number, greater than a given number.
Input:
Enter a number
4
Output:
Next prime number=5
Input:
Enter a number
113
Output:
Next prime number=127
4) Write a user-defined functions to convert Decimal number to equivalent Binary
and Octal number.
Output:

```
Enter 1: decimaltobinary
 Enter 2: decimaltooctal
Enter 3: any key to exit
Enter your choice
 1
 Enter a Decimal Number: 45
 Decimal to Binary Conversion
Equivalent Binary Number is: 101101
 Enter 1: decimaltobinary
 Enter 2: decimaltooctal
 Enter 3: any key to exit
 Enter your choice
2
 Enter a Decimal Number: 45
 Decimal to Octal Conversion
Equivalent Octal Number is: 55
steps to compile and execute:
gcc filename.c -lm //linking to math library
 ./a.out
5)Write a function to count the digits and find the sum of digits of a given number
using recursion.
Input
12345
Output:
```

The number of digits in the number is: 5
The Sum of digits of 12345 = 15

Practice programs:

1) Write a function to output the following using recursion.

```
1
2 3
4 5 6
7 8 9 10
11 12 13 14 15
```

- 2) Write a function to find the Hailstone Sequence of a given number upto 1. Input a positive integer n:
 - i) If n is 1 then the sequence ends.
 - ii) If n is **even** then the next element = n/2
 - iii) If n is **odd** then the next element= (3 * n) + 1

Repeat step (ii) to (iii) until step (i)