

Assignment - 5

1. Write a program to print 5 greater number of user input.{if user input 7 output should be 12}
2. Write a program to print last digit of a given number.
3. Write a Program to print a given number without its last digit.
4. Write a program to find first digit of a given three digit number.
5. Write a program to find middle digit of a given three digit number.
6. Write a program to calculate size of a character constant.
7. Write a program to calculate size of a Real constant.
8. Write a program with one char type variable. Assign 'A' in the variable. Now Change the value of variable from 'A' to 'B' using increment operator.
9. Write a program to swap values of two int variables.
10. Write a program to swap values of two int variables without using a third variable.
11. Write a program to swap values of two int variables without using a third variable and without using +,- operators.
12. Write a program to swap values of two int variables without using a third variable and arithmetic operators.
13. Write a program to swap values of two int variables in single line arithmetic expression.
14. Write a program to input two digit number and your output should be reverse of number. (if user enters 45, your output should be 54)
15. Write a program to input a three-digit number and display the sum of the digits.
16. Write a program to make the last digit of a number stored in a variable as zero. (Example - if x=2345 then make it x=2340)
17. 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)
18. Write a program to find ASCII code of the character '+'.
19. Write a program to print size of an int, a float, a char and a double type variable
20. Assume price of 1 USD is INR 84.23. Write a program to take the amount in INR and convert it into USD.
21. Write a program to take a three digit number from the user and rotate its digits by one position towards the right.