

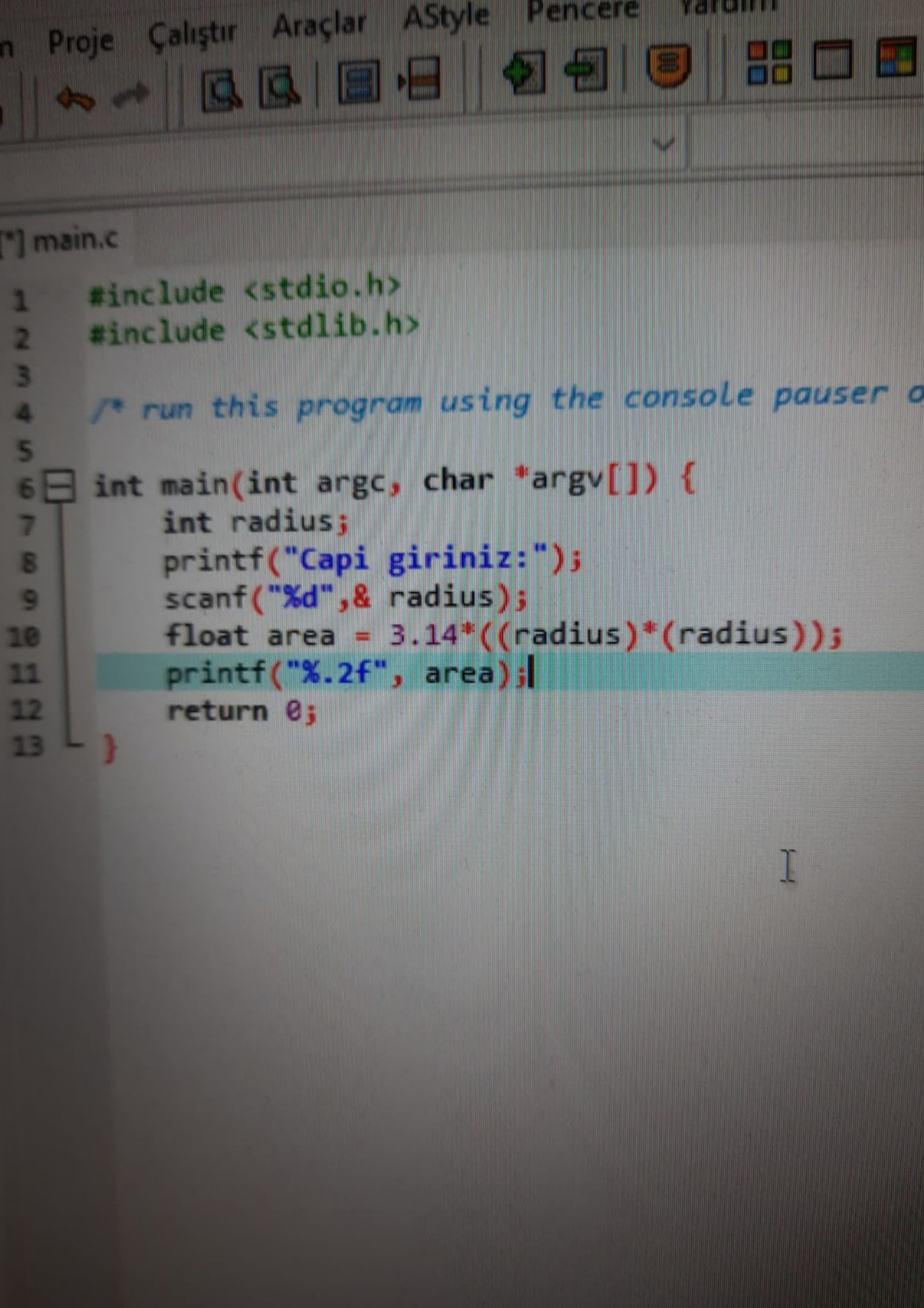
main.c

```
#include <stdio.h>
#include <stdlib.h>
```

*/\* run this program using the console pauser or add*

```
int main(int argc, char *argv[]) {
    int n;
    printf("Bir sayi giriniz:");
    scanf("%d",&n);
    if (n%2==0)
    {
        printf("%d",n); printf(" bir cift sayi");
    }
    else
    {
        printf("%d",n); printf(" bir tek sayi");
    }
    return 0;
}
```





[\*] main.c

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  /* run this program using the console pauser o
5
6  int main(int argc, char *argv[]) {
7      int radius;
8      printf("Capi giriniz:");
9      scanf("%d",& radius);
10     float area = 3.14*((radius)*(radius));
11     printf("%.2f", area);
12     return 0;
13 }
```



1.C

```
#include <stdio.h>
#include <stdlib.h>
```

*/\* run this program using the console pauser or add*

```
int main(int argc, char *argv[]) {
    printf("Sicakligi giriniz:");
    int temp;
    scanf("%d",&temp);

    if (temp>0)
    {
        printf("Above the freezing point");
    }
    else{
        printf("Below the freezing point");
    }

    return 0;
}
```

I



[\*] main.c

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  /* run this program using the console pauser
5
6  int main(int argc, char *argv[]) {
7      int sayi;
8      printf("Bir sayi giriniz:");
9      scanf("%d",&sayi);
10     int faktor=1;
11     while (sayi>0)
12     {
13         faktor=faktor*sayi;
14         sayi--;
15
16     }
17     printf("sonuc=%d" ,faktor);
18
19     return 0;
20 }
```



++ 5.11

m Proje Çalıştır Araçlar AStyle Pencere Yardım



[\*] main.c

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  /* run this program using the console pauser or add your own
5
6  int main(int argc, char *argv[]) {
7      int a,b;
8      printf("Lutfen sayi giriniz:");
9      scanf("%d",&a);
10     printf("Lutfen sayi giriniz:");
11     scanf("%d",&b);
12     printf("Girdiginiz sayilar:%d \t",a), printf("%d",b);
13     return 0;
14 }
```