No. 1

int isit(char c){

if ((c>='A') && (c<='Z')){

return 1;

}

else

return 0;

}

int main(){

char c;

do{

printf("\nGive me a character....");

scanf("%c",&c);

if (c=='+'){

break;

}

if (isit(c)){

printf("%c",c+32);

}else{

printf("%c",c-32);

}

}while(c!='+');

return 0;

}

No. 2

int main(){

int i,lastele1,lastele2;

char str1[100], str2[100];

printf("Give me a string...");

scanf("%s",str1);

printf("Give me another string...");

scanf("%s",str2);

for (i=0;str1[i]!='\0';i++)

lastele1=i;

for (i=0;str2[i]!='\0';i++)

lastele2=i;

if (lastele1<=lastele2){

for (i=0; i<=lastele1; i++){

printf("%c",str1[i]);

printf("%c",str2[i]);

}

for (i=lastele1; i<=lastele2; i++){

printf("%c",str2[i]);

}

}

else{

for (i=0; i<=lastele2; i++){

printf("%c",str1[i]);

printf("%c",str2[i]);

}

for (i=lastele2; i<=lastele1; i++){

printf("%c",str1[i]);

}

}

return 0;

}

No. 3

int main(){

int num,i,lastele;

char str[100];

printf("Give me a number...");

scanf("%d",&num);

printf("Give me a string...");

scanf("%s", str);

for (i=0;str[i]!='\0';i++);

lastele=i;

if (lastele<num){

for (i=0;i<lastele;i++){

printf("%c",str[i]);

}

}else if (num<0){

}else{

for (i=0;i<num;i++){

printf("%c",str[i]);

}

}

return 0;

}

No. 4

int main()

{

int \*dar;

int num, size=0, i;

dar = (int\*)malloc(0);

printf("Give a number please... ");

scanf("%d", &num);

for (i=0;i<num;i++){

size++;

dar = (int\*)realloc(dar, sizeof(int)\*size);

dar[size-1] = rand()% 51 + 50;

}

for(i=size-1;i>=0;i--){

if (dar[i]%2 != 0){

printf("%d ", dar[i]);

}

}

free(dar);

return 0;

}

No. 5

int main()

{

int num,big=0;

FILE \*fp;

fp= fopen("in.txt","rt");

while(fscanf(fp,"%d",&num) != EOF){

if (big<num){

big=num;

}

}

printf("MAX Number... %d",big);

fclose(fp);

return 0;

}