

Practical Workbook

CT-175

**PROGRAMMING
FUNDAMENTALS**



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EXERCISE Q# 01

Write a C Program to play beep five times.

```
#include <windows.h>
int main() {
    Beep(750,300);
    Sleep(300);
    Beep(750,300);
    Sleep(300);
    Beep(750,300);
    Sleep(300);
    Beep(750,300);
    Sleep(300);
    Beep(750,300);
    Sleep(300);
    return 0;
}
```

EXERCISE Q# 02

What does the following code print? `printf("**\n**\n***\n****\n*****\n");`

```
#include <stdio.h>

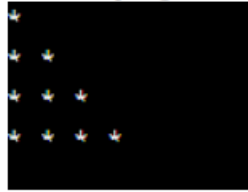
int main() {
    printf( "**\n**\n***\n****\n*****\n" );
    return 0;
}
```

```
*
**
***
****
*****

=== Code Execution Successful ===
```

EXERCISE Q# 03

Write a C program to print the following shapes using escape sequences.



TASK 1:

```

#include <stdio.h>

int main() {
    printf( " *\n*\t*\n*\t*\t*\n*\t*\t*\t*" );
    return 0;
}
  
```

```

*
*  *
*  *  *
*  *  *  *
  
```

=== Code Execution Successful ===

TASK 2:

```

2 #include <stdio.h>
3
4 int main() {
5     printf( " *\n*\t*\n*\t*\t*\n*\t*\t*\t*" );
6     return 0;
7 }
  
```

```

*
*  *
*  *  *
*  *  *  *
*
  
```

=== Code Execution Successful ===

EXERCISE Q# 04

Write a program that prints the following shapes with asterisks.



TASK 1:

```

2  #include <stdio.h>
3
4~ int main() {
5   printf( "*****\n*\t\t*\n*\t\t*\n*\t\t*\n*\t\t*\n*\t\t*\n*\t\t*\n\n
      *\t\t*\n*****" );
6   return 0;
7  }

```

```

*****
*      *
*      *
*      *
*      *
*      *
*      *
*      *
*      *
*****

=== Code Execution Successful ===

```

TASK 2:

```

2  #include <stdio.h>
3
4~ int main() {
5   printf( "   ***   \n *   * \n*   * \n*   *   * \n*   *   * \n
      * \n*   * \n *   * \n   ***   " );
6   return 0;
7  }

```

```

   ***
  *   *
 *   *
*   *
*   *
*   *
*   *
*   *
*   *
   ***

=== Code Execution Successful ===

```

TASK 4:

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