**Lab01**

Ex01

#include <stdio.h>

int main(void) {

int mark1,mark2,mark3,avg;

printf("enter marks of module1:");

scanf("%d" ,&mark1);

printf("enter marks of module2:");

scanf("%d", &mark2);

printf("enter marks of module3:");

scanf("%d", &mark3);

avg=((mark1+mark2+mark3)/3);

printf("Average is: %d",avg);

return 0;

}

02

#include<stdio.h>

int main()

{

float mark1,mark2,mark3,avg;

printf("Enter Module 1 Marks = ");

scanf("%f",&mark1);

printf("Enter Module 2 Marks = ");

scanf("%f",&mark2);

printf("Enter Module 3 Marks = ");

scanf("%f",&mark3);

avg=(mark1+mark2+mark3)/3;

printf("Average is = %.2f\n",avg);

if(avg>60)

{

printf("selected Software Engineering");

}

else

{

printf("not selected Software Engineering");

}

return 0;

}

03

#include<stdio.h>

int main()

{

float mark1,mark2,mark3,avg;

int count=1;

while(count<=3)

{

printf("Enter Module 1 Marks = ");

scanf("%f",&mark1);

printf("Enter Module 2 Marks = ");

scanf("%f",&mark2);

printf("Enter Module 3 Marks = ");

scanf("%f",&mark3);

count++;

avg=(mark1+mark2+mark3)/3;

printf("Average is = %.2f\n",avg);

if(avg>60)

{

printf("selected Software Engineering\n\n");

}

else

{

printf("not selected Software Engineering\n\n");

}

}

return 0;

}

Ex02

#include < stdio.h >

int square (int x);

int cube (int x);

int main ( ) {

int x , Square , Cube;

printf ("x\t\t\tsquare\t\tcube\n") ;

for(x-1; x<-10; x++) {

Square-square(x);

Cube=cube(x);

printf ("%d\t\t\t%d\t\t\t%d\n",x,Square ,Cube);

}

return 0;

}

int square (int x)

{

( return x\*x;

}

int cube(int x)

{

return x\*x\*x ;

]