# IT21237386.

# Matara centar, OOC lab sheet 01.

Exercise 01.



#include <stdio.h>

int main(void)

{

int mark1,mark2,mark3;

float avg;

printf("enter mark 1 :-");

scanf("%d", &mark1);

printf("enter mark 2 :-");

scanf("%d", &mark2);

printf("enter mark 3 :-");

scanf("%d", &mark3);

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

printf("your avarage is = %.2f",avg);

return 0;

}

01.2

#include <stdio.h>

int main(void)

{

int mark1,mark2,mark3;

float avg;

printf("enter mark 1 :-");

scanf("%d", &mark1);

printf("enter mark 2 :-");

scanf("%d", &mark2);

printf("enter mark 3 :-");

scanf("%d", &mark3);

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

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

if(avg>=60)

{

printf("you are selected to software engeneering.");

}

else {

printf("you are not selected.");

}

return 0;

}

01.3

#include <stdio.h>

int main(void)

{

int i,mark1,mark2,mark3;

float avg;

for (i=1;i<=3;i++)

{

printf("enter srudent %d:-\n",i);

printf("enter mark 1 :-");

scanf("%d", &mark1);

printf("enter mark 2 :-");

scanf("%d", &mark2);

printf("enter mark 3 :-");

scanf("%d", &mark3);

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

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

if(avg>=60)

{

printf("you are selected to software engeneering.\n");

}

else {

printf("you are not selected.\n");

}

}

return 0;

}

Ex 02.

#include <stdio.h>

int Square(int x);

int Cube(int x);

int main()

{

int x,Square,Cube;

printf("x\tsquare\tcube");

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

Square=Square(x);

Cube=Cube(x);

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

}

return 0;

}

int Square(int x)

{

return x\*x;

}

int Cube(int x)

{

return x\*x\*x;

}

Ex 03.

#include <stdio.h>

int area(int lenth, int width);

int main()

{

int width,area,lenth,parameter;

printf("enter width :-");

scanf("%d",&width);

printf("enter lenth :-");

scanf("%d",&lenth);

area=area(width,lenth);

parameter=(2\*width+ 2\*lenth);

printf("area of the rectangle :- %d",area);

printf("parameter of the rectangle :- %d",parameter);

return 0;

}

int area(int lenth, int width);

{

return lenth\*width;

}