

Assignment 2

1. WAP to practice math functions such as `sin()`, `cos()`, `log()`, `pow()`, `sqrt()` etc. by including `<math.h>` header file.
2. WAP to find roots of a quadratic equation (for $D \geq 0$ case).
3. WAP to format console output using `'\n'`, `'\t'`, `'\b'` within `printf` statement.
4. WAP to implement assignment operators such as `+=`, `-=`, `*=`, `/=`, `%=` etc.
5. Assignment operator assigns right hand side value to left hand side variable. Use this idea to interchange (swap) values of two variables. (Hint: You may need a third variable. Think like switching coffee and tea between two cups using a third cup)
6. WAP to shift left and shift right operators (`>>` and `<<`). Ask the application of this operator to your lab instructor.
7. WAP to utilize ternary operator (`?:`).
8. WAP using `sizeof()` function to find size of char, integer, long int, float and double
9. WAP to divide two numbers and use type casting operation (e.g. `mean = (double)sum/n;`).
10. String is set of characters (one next to each other stored in the memory and not related to each other), e.g. `"abc123"`. WAP to practice type casting using the following functions. You can initialize a string using statement `char *s="3.145"` Then `s` is a string.

S.no	Typecast function	Description
1	<code>atof()</code>	Converts string to float
2	<code>atoi()</code>	Converts string to int
3	<code>atol()</code>	Converts string to long
4	<code>itoa()</code>	Converts int to string
5	<code>ltoa()</code>	Converts long to string