

# Algorithm Development and Programming Fundamentals

## MCA SEM-1

### Problem Solving - I

**[A] Write C code for following programs:**

1. Prepare a flowchart to read the marks of a student and classify them into different grades. If the marks secured are greater than or equal to 90, the student is awarded Grade A; if they are greater than or equal to 80 but less than 90, Grade B is awarded; if they are greater than or equal to 65 but less than 80, Grade C is awarded; otherwise Grade D is awarded. Write a C program to demonstrate the function of this program.
2. Write a C program to swap two int numbers without using any temporary variable.
3. Write a C Program to find the ASCII value of a character entered by the user.
4. Write a C Program to Check Whether a Character is a Vowel or Consonant.
5. Write a C Program to Demonstrate the specifiers/ modifiers in C. Print the size of applicable primitive data types with long and short specifiers.[Use sizeof operator]

**[B] What would be the output/ error of the following programs:**

**[Do the following manually and then validate with GCC output]**

1	<pre>#include &lt;stdio.h&gt; void main( ) { int i = 65 ; char j = 'A' ; if ( i == j ) printf ( "Hello!!!" ); else printf( "Welcome!!!" ); }</pre>	2	<pre>#include &lt;stdio.h&gt; void main( ) { int x = 15 ; printf ( "\n%d %d %d", x != 15, x = 20, x &lt; 30 ) ; }</pre>
	<b>OUTPUT:</b> _____		<b>OUTPUT:</b> _____

3	<pre>#include &lt;stdio.h&gt; void main( ) { int i = 4, z = 12 ; if ( i = 5    z &gt; 50 ) printf ( "\n Hello!!!" ); else printf ( "\n Bye !!!" ); }</pre>	4	<pre>#include &lt;stdio.h&gt; void main( ) { int i = 4, j = -1, k = 0, w, x, y, z ; w = i    j    k ; x = i &amp;&amp; j &amp;&amp; k ; y = i    j &amp;&amp; k ; z = i &amp;&amp; j    k ; printf ( "\nw = %d x = %d y = %d z = %d", w, x, y, z ); }</pre>
	<b>OUTPUT:</b> _____		<b>OUTPUT:</b> _____
5	<pre>#include &lt;stdio.h&gt; void main( ) { int i = 4, j = -1, k = 0, y, z ; y = i + 5 &amp;&amp; j + 1    k + 2 ; z = i + 5    j + 1 &amp;&amp; k + 2 ; printf ( "\ny = %d z = %d", y, z ); }</pre>	6	<pre>#include &lt;stdio.h&gt; void main( ) { int i = -3, j = 3 ; if ( !i + !j * 1 ) printf ( "\nHello!!!" ); else printf ( "\nWelcome!!!" ); }</pre>
	<b>OUTPUT:</b> _____		<b>OUTPUT:</b> _____
7	<pre>#include &lt;stdio.h&gt; void main( ) { int i = -1, j = 1, k, l ; k = i &amp;&amp; j ; l = i    j ; printf ( "%d %d", l, j ); }</pre>	8	<pre>#include &lt;stdio.h&gt; void main( ) { int i = -4, j, num ; j = ( num &lt; 0 ? 0 : num * num ); printf ( "\n%d", j ); }</pre>
	<b>OUTPUT:</b> _____		<b>OUTPUT:</b> _____

9	<pre> #include &lt;stdio.h&gt; int main(){     int x, y, z;     x = 2 + 3 - 4 + 5 - (6 - 7);     y = 2 * 33 + 4 * (5 - 6);     z = 2 * 3 * 4 / 15 % 13;     x = 2 * 3 * 4 / (15 % 13);     y = 2 * 3 * (4 / 15 % 13);     z = 2 + 33 % 5 / 4;     x = 2 + 33 % - 5 / 4;     y = 2 - 33 % - 5 / - 4;     z = -2 * -3 / -4 % -5;     x = 50 % (5 * (16 % 12 * (17 / 3)));     Y = -2 * -3 % -4 / -5 - 6 + -7;     z = 8 / 4 / 2 * 2 * 4 * 8 % 13 % 7 % 3;     printf("x=%d \t y=%d \t z=%d\n",x,y,z);     return 0; } </pre>	10	<pre> #include &lt;stdio.h&gt; int main( ) {     int x = 3,y = 5,z = 7,w;     w = x % y + y % x - z % x - x % z;     printf("%d\n", w);     w = x / z + y / z + (x + y) / z;     printf("%d\n", w);     w = x / z * y / z + x * y / z;     printf("%d\n", w);     w = x % y % z + z % y % (y % x);     printf("%d\n", w);     w = z / y / y / x + z / y / (y / x);     printf("%d\n", w);     return 0; } </pre>
	<b>OUTPUT:</b> _____		<b>OUTPUT:</b> _____
11	<pre> #include &lt;stdio.h&gt; int main(){     printf("%d\n", - 1 + 2 - 12 * -13 / -4);     printf("%d\n", - 1 % - 2 + 12 % -13 % - 4);     printf("%d\n", -4/2 - 12/4 - 13 % -4);     printf("%d\n", (- 1 + 2 - 12) * (- 13 / - 4));     printf("%d\n", (- 1 % - 2 + 12) %(- 13 % - 4));     printf("%d\n", (- 4 /2 - 12) / (4 - 13 % - 4));     return 0; } </pre>	12	<pre> #include &lt;stdio.h&gt; int main(){     int x = 3, y = 5, z = 7, w = 9;     w += x;     printf("w = %d\n", w);     w -= y;     printf("w = %d\n", w);     x *= z;     printf("x = %d\n", x);     w += x + y - (z -= w);     printf("w = %d, z = %d\n", w, z);     w += x -= y %= z;     printf("w = %d, x = %d, y = %d\n", w, x, y);     w *= x / (y += (z += y));     printf("w = %d, y = %d, z = %d\n", w, y, z);     w /= 2 + (w %= (x += y - (z -= -w)));     printf("w = %d, x = %d, z = %d\n", w, x, z);     return 0; } </pre>
	<b>OUTPUT:</b> _____		<b>OUTPUT:</b> _____

13	<pre> int main() {     int x = 7, y = -7, z = 11,     w = -11, S = 9, t = 10;     x += (y -= (z *= (w /= (s %= t))));     printf("x = %d, y = %d, z = %d, w     = %d,     s = %d, t = %d\n", x, y, z, w, s, t);     t += s -= w *= z *= y %= x;     printf("x = %d, y %d, z = %d, w =     %d,     s = %d, t = %d\n", x, y, z, w, s, t);     return 0; } </pre>	14	<pre> #include &lt;stdio.h&gt; int main() {     double pi = 3.14159265;     printf("%.15f\n", pi);     printf("%.15.12f\n", pi);     printf("%.15.12f\n", pi);     printf("%.15.4f\n", pi);     printf("%.15.0f\n", pi);     printf("%.15.3g\n", pi);     printf("%.15g\n", pi);     printf("%.15.4e\n", pi);     printf("%.15e\n", pi);     return 0; } </pre>
	<b>OUTPUT:</b> _____		<b>OUTPUT:</b> _____