



Question

Correct

Marked out of 1.00

[Flag question](#)

The program must accept a positive integer N and print the digit in the tenth position.

Input Format:

The first line denotes the value of N.

Output Format:

The first line contains the value of N.

Boundary Conditions: $10 \leq N \leq 99999999$ **Example Input/Output 1:**

Input:

20

Output:

2

Example Input/Output 2:

Input:

Output:

4

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main(){
3     int a,b;
4
5     scanf("%d",&a);
6     b=(a/10)%10;
7     printf("%d",b);
8 }
```

	Input	Expected	Got	
✓	20	2	2	✓
✓	37843	4	4	✓

Passed all tests! ✓

Question **1**

Correct

Marked out of 1.00

[Flag question](#)

Write a C Program to calculates the area (floating point number with two decimal places) of a

Circle given it's radius (integer value). The value of Pi is 3.14.

Sample Test Cases

Test Case 1

Input

7

Output

Area of a circle = 153.86

Test Case 2

Input

50

Output

Area of a circle = 7850.00

Test Case 3

Input

42

Output

Area of a circle = 5538.96

50 Area of a circle = 7850.00

Answer: (penalty regime: 0 %)

```
1  #include<stdio.h>
2  int main(){
3      float r,a;
4      scanf("%f",&r);
5      a=3.14*r*r;
6      printf("Area of a circle
7  }
```

	Input	Expected
✓	7	Area of a circle = 153.8
✓	50	Area of a circle = 7850.

Passed all tests! ✓



Develop a 'C' program to **swap** two numbers (using three variables).

Input

10 20

Output

Before swapping :

a = 10 b = 20

After swapping :

a = 20 b = 10

For example:

Input	Result
10 20	Before swapping : a = 10 b = 20 After swapping : a = 20 b = 10

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main(){
3     int a,b,c;
4     scanf("%d%d",&a,&b);
5     printf("Before swapping
6     printf("a = %d b = %d\n",
7     c=a;
8     a=b;
9     b=c;
```



Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main(){
3     int a,b,c;
4     scanf("%d%d",&a,&b);
5     printf("Before swapping
6     printf("a = %d b = %d\n"
7     c=a;
8     a=b;
9     b=c;
10    printf("After swapping :
11    printf("a = %d b = %d",a
12
13 }
```

	Input	Expected	Got
✓	10 20	Before swapping : a = 10 b = 20 After swapping : a = 20 b = 10	Before a = 1 After a = 2

Passed all tests! ✓



Write a program to print the **ASCII value** of the given character.

Input

A

Output

The **ASCII value** of the given character A is :
65

For example:

Input	Result
A	The ASCII value of the given ch

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main(){
3     char ch;
4     scanf("%c",&ch);
5     printf("The ASCII value o
6
7 }
```



Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main(){
3     char ch;
4     scanf("%c",&ch);
5     printf("The ASCII value o
6
7 }
```

	Input	Expected
✓	A	The ASCII value of the g

Passed all tests! ✓