

**Lab 1****Q. Check the output of program below**

```
#include<stdio.h>
int add(int, int);           //function declaration
void main()
{
    int a, b, sum;
    printf("Enter two different numbers: ");
    scanf("%d%d",&a, &b);
    sum = add(a, b);         //function call with arguments and return value
    printf("The sum of %d and %d is %d", a, b, sum);
}
//function definition
int add(int x, int y)
{
    return (x+y);
}
```

**Q. Check the output of program below**

```
#include<stdio.h>
//function definition
float centigradeToFahrenheit(float centi)
{
    float f;
    f = 9.0/5*centi+32;
    return f;
}
void main()
{
    float c, f;
    printf("Enter temperature in centigrade: ");
    scanf("%f",&c);
    f = centigradeToFahrenheit(c); //function call with argument and return type
    printf("The equivalent temperature in Fahrenheit is : %.2f",f);
}
```

**Q. Check the output of program below**

```
#include<stdio.h>
#define PI 3.1428
void areaOfCircle(float r)
{
    float area;
    area = PI * r * r;
    printf("Area of the circle is : %.4f\n", area);
}
```

```
}  
void main()  
{  
    float r1, r2;  
    printf("Enter radius of first circle: ");  
    scanf("%f",&r1);  
    areaOfCircle(r1);  
    printf("Enter radius of second circle: ");  
    scanf("%f",&r2);  
    areaOfCircle(r2);  
}
```

**Q. Check the output of program below**

```
#include<stdio.h>  
void swap()  
{  
    int num1, num2, temp;  
    printf("Enter first number : ");  
    scanf("%d", &num1);  
    printf("Enter second number : ");  
    scanf("%d", &num2);  
    printf("Before swap\nNumber 1 : %d\nNumber 2 : %d\n",num1, num2);  
    temp = num1;  
    num1 = num2;  
    num2 = temp;  
    printf("After swap\nNumber 1 : %d\nNumber 2 : %d\n",num1, num2);  
}  
void main()  
{  
    swap();  
}
```

**Practice question**

1. WAP which receive **float** and **int** number as argument from **main()** function, find their product and return result.
2. WAP to calculate simple interest and compound interest making two different functions.
3. WAP to find cubes and squares of first 10 natural numbers using function.
4. WAP to reverse digits of number entered by user using function.
5. WAP to display all prime numbers between n1 and n2 where  $n1 < n2$ , using function.

**Lab 2**

**Q. Check the output of program below (swap using call by reference)**

```
#include<stdio.h>
void swap(int *num1, int *num2)
{
    int temp;
    temp = *num1;
    *num1 = *num2;
    *num2 = temp;
}
void main()
{
    int num1, num2;
    printf("Enter first number : ");
    scanf("%d", &num1);
    printf("Enter second number : ");
    scanf("%d", &num2);
    printf("Before swap\nNumber 1 : %d\nNumber 2 : %d\n", num1, num2);
    swap(&num1, &num2);
    printf("After swap\nNumber 1 : %d\nNumber 2 : %d\n", num1, num2);
}
```

**Q. Check the output of program below (factorial using recursive function)**

```
#include<stdio.h>
long int factorial(int n)
{
    if(n==1)
    {
        return (1);
    }
    else
    {
        return (n*factorial(n-1));
    }
}
void main()
{
    int num;
    printf("Enter number : ");
    scanf("%d", &num);
    printf("Factorial of %d is %ld", num, factorial(num));
}
```

**Q. Check the output of program below (Fibonacci series using recursive function)**

```
#include<stdio.h>
int fibo(int n)
{
    if(n==1)
    {
        return 0;
    }
    else if(n==2)
    {
        return 1;
    }
    else
    {
        return (fibo(n-1) + fibo(n-2));
    }
}
void main()
{
    int terms,i;
    printf("How many terms do you need?\t");
    scanf("%d", &terms);
    for(i=1; i<=terms; i++)
    {
        printf("%d\t",fibo(i));
    }
}
```

**Q. Check the output of program below (Automatic and External)**

```
#include<stdio.h>
int a = 10;
int b = 3;
void fun()
{
    printf("Global variable a from user-define function: %d\n", a);
    printf("Global variable b from user-define function: %d\n", b);
    a = 20;
    printf("local variable from user-define function: %d\n", a);
}
void main()
{
    printf("Global variable a from main function: %d\n", a);
    printf("Global variable b from main function: %d\n", b);
    a = 25;
    printf("local variable from main function: %d\n", a);
    fun();
}
```

**Practice question**

1. WAP to find out largest number among three number using call by reference.
2. WAP to read number from user and calculate sum first n natural number using recursive function.
3. WAP to find nth term Fibonacci series using recursive function.
4. WAP to calculate sum of digits of number using recursion.

**Lab 3****Q. Check the output of program below**

```
#include<stdio.h>
void main()
{
    int a=20;
    printf("The address of a is : %u", &a);
    printf("\nThe value of a is : %d", a);
}
```

**Q. Check the output of program below**

```
#include<stdio.h>
void main()
{
    int a=10, *p;
    p = &a;
    printf("Address of a is %u",&a);
    printf("Address of a is %u",p);
    printf("Value of a is %d",a);
    printf("Value of a is %d",*p);
    printf("Address of p is %u",&p);
}
```

**Q. Check the output of program below**

```
#include <stdio.h>
void main() {
    int a = 5, b = 15;
    int *p1, *p2;
    p1 = &a;
    p2 = &b;
    printf("Before assignment: *p1 = %d, *p2 = %d\n", *p1, *p2);
    p1 = p2;
    printf("After assignment: *p1 = %d, *p2 = %d\n", *p1, *p2);
}
```

**Q. Check the output of program below**

```
#include <stdio.h>
void addTen(int *num) {
    *num = *num + 10;
    printf("Inside function: %d\n", *num);
}
int main() {
    int a = 5;
    addTen(&a);
    printf("Outside function: %d\n", a);
    return 0;
}
```

**Q. Check the output of program below (upper-lower alphabet)**

```
#include <stdio.h>
void conversion(char *);
int main()
{
    char input;
    printf("Enter character of your choice: ");
    scanf("%c", &input);
    conversion(&input);
    printf("The corresponding character is : %c",input);
    return 0;
}
void conversion(char *c)
{
    if(*c >= 97 && *c <= 122)
    {
        *c = *c - 32;
    }
    else
    {
        *c = *c + 32;
    }
}
```

**Practice question**

1. Make the upper-lower alphabet program work only for alphabet input.
2. WAP to store resultant of two number addition using call by reference. Also display address of resultant.