

LAB-2-EXTRA PROGRAMS

PROGRAM-1-ASCII CHARACTER

```
// | ASCII CHARACTER
#include<stdio.h>
int main()
{
    char ch ;
    printf("Enter a character = ");
    scanf("%c",&ch);
    printf("ASCII value  %c = %d",ch,ch );
    return 0;
}
```

OUTPUT:

```
Enter a character = J
ASCII value  J = 74
Process returned 0 (0x0)   execution time : 8.348 s
Press any key to continue.
_
```

```
Enter a character = j
ASCII value  j = 106
Process returned 0 (0x0)   execution time : 3.241 s
Press any key to continue.
```

```
Enter a character = a
ASCII value  a = 97
Process returned 0 (0x0)   execution time : 2.601 s
Press any key to continue.
```

PROGRAM-2-CONVERSION OF UPPERCASE TO LOWERCASE

```
//          CONVERSION OF UPPERCASE TO LOWERCASE
#include<stdio.h>
void main()
{
    int ch;
    printf("Enter the character = ");
    scanf("%c",&ch);
    if(ch>='A' && ch<='Z')
    {
        printf("Character is uppercase",ch);
    }
    else
    {
        printf("Character is lowercase",ch);
    }
}
```

OUTPUT:

```
Enter the character = J
Character is uppercase
Process returned 22 (0x16)   execution time : 6.901 s
Press any key to continue.
_
```

```
Enter the character = j
Character is lowercase
Process returned 22 (0x16)   execution time : 3.215 s
Press any key to continue.
_
```

```
Enter the character = a
Character is lowercase
Process returned 22 (0x16)   execution time : 5.112 s
Press any key to continue.
```

PROGRAM-3-ONE'S PLACE OF A NUMBER

```
// |ONE'S PLACE OF A NUMBER
#include<stdio.h>
int main()
{
    int d,n;
    printf("Enter the number = ");
    scanf("%d",&d);
    n=d%10;
    printf("One's place of the given number %d = %d",d,n);
}
```

OUTPUT:

```
Enter the number = 4536
One's place of the given number 4536 = 6
Process returned 0 (0x0)   execution time : 34.868 s
Press any key to continue.
```

```
Enter the number = 12
One's place of the given number 12 = 2
Process returned 0 (0x0)   execution time : 4.762 s
Press any key to continue.
```

```
Enter the number = 23498
One's place of the given number 23498 = 8
Process returned 0 (0x0)   execution time : 5.480 s
Press any key to continue.
```

PROGRAM-4-TEN'S PLACE OF A NUMBER

```
//                                TEN'S PLACE OF A NUMBER
#include<stdio.h>
int main()
{
    int d,n,m;
    printf("Enter the number = ");
    scanf("%d",&d);
    n=d%100;
    m=n/10;
    printf("Ten's place of a given number %d = %d",d,m);
    return 0;
}
```

OUTPUT:

```
Enter the number = 3489
Ten's place of a given number 3489 = 8
Process returned 0 (0x0)   execution time : 10.532 s
Press any key to continue.
```

```
Enter the number = 12
Ten's place of a given number 12 = 1
Process returned 0 (0x0)   execution time : 7.298 s
Press any key to continue.
```

```
Enter the number = 39676
Ten's place of a given number 39676 = 7
Process returned 0 (0x0)   execution time : 8.836 s
Press any key to continue.
```