

## WEEK 1 – C PROGRAMS

### 1.PROGRAM

```
#include<stdio.h>

int main()
{
    int a,b,i,j;
    float div,avg;
    while(1)
    {
        printf("\nEnter the number to choose the operation:\n");

        printf("[1]ADD\n");
        printf("[2]SUBTRACT\n");
        printf("[3]MULTIPLY\n");
        printf("[4]DIVIDE\n");
        printf("[5]GREATER THAN\n");
        printf("[6]LESSER THAN\n");
        printf("[7]EQUAL TO\n");
        printf("[8]NOT EQUAL TO\n");
        printf("[9]AVERAGE\n");
        printf("[10]GREATER THAN OR EQUAL TO\n\n");
        scanf("%d",&i);

        printf("\nEnter two numbers to undergo the required operation:\n");
        scanf("%d%d",&a,&b);

        div = a / (float)b;
        avg = (float)(a+b)/2;
```

```
switch(i)
{
    case 1:
        printf("%d + %d = %d",a,b,a+b);
        break;

    case 2:
        printf("%d - %d = %d",a,b,a-b);
        break;

    case 3:
        printf("%d X %d = %d",a,b,a*b);
        break;

    case 4:
        printf("%d / %d = %.2f",a,b,div);
        break;

    case 5:
        if(a>b)
        {
            printf("%d > %d",a,b);
        }
        else
        {
            printf("%d > %d",b,a);
        }
        break;
```

case 6:

```
    if(a<b)
    {
        printf("%d < %d",a,b);
    }
    else
    {
        printf("%d < %d",b,a);
    }
    break;
```

case 7:

```
    if(a==b)
    {
        printf("\nThe numbers are equal");
    }
    else
    {
        printf("\nThe numbers are not equal");
    }
    break;
```

case 8:

```
    if(a!=b)
    {
        printf("\nThe numbers are unequal");
    }
    else
    {
```

```

        printf("\nThe number are equal");
    }
    break;

case 9:
    printf("Average of %d and %d = %.2f",a,b,avg);
    break;

case 10:
    if(a>=b)
    {
        printf("%d >= %d",a,b);
    }
    else
    {
        printf("%d >= %d",b,a);
    }
    break;

default: printf("INVALID INPUT\n");
}

printf("\n\nPress 0 to perform another operation:\n");
printf("Press any other number to exit\n");
scanf("%d",&j);

if(j!=0)
{
    break;
}
}

```

```
        return 0;
    }
```

## OUTPUT

cmd Select C:\Windows\SYSTEM32\cmd.exe

```
Enter the number to choose the operation:
[1]ADD
[2]SUBTRACT
[3]MULTIPLY
[4]DIVIDE
[5]GREATER THAN
[6]LESSER THAN
[7]EQUAL TO
[8]NOT EQUAL TO
[9]AVERAGE
[10]GREATER THAN OR EQUAL TO

3

Enter two numbers to undergo the required operation:
12 6
12 X 6 = 72

Press 0 to perform another operation:
Press any other number to exit
1

-----
(program exited with code: 0)

Press any key to continue . . .
```

## 2.PROGRAM

```
#include<stdio.h>

float sumaver(int x,int y)
{
    int sum;
```

```
    sum = x + y;
    printf("\nSum of %d and %d = %d\n",x,y,sum);
    return (float)sum/2;
}
```

```
void printeven(int x,int y)
```

```
{
    int i;
    printf("\n\nThe even numbers between %d and %d are \t",x,y);
    if(y>x)
    {
        for(i=x+1;i<y;i++)
        {
            if(i%2==0)
            {
                printf("%d\t",i);
            }
        }
    }
    else if(x>y)
    {
        for(i=y+1;i<x;i++)
        {
            if(i%2==0)
            {
                printf("%d\t",i);
            }
        }
    }
}
```

```
    }  
    else  
    {  
        printf("NONE");  
    }  
}  
  
int main()  
{  
    int a,b,c,x,y;  
    float avg;  
  
    printf("Enter any three numbers:\n");  
    scanf("%d%d%d",&a,&b,&c);  
  
    if(a>c && b>c)  
    {  
        x=a;  
        y=b;  
    }  
    else if(a>b && c>b)  
    {  
        x=a;  
        y=c;  
    }  
    else  
    {
```

```

        x=b;

        y=c;

    }

    printf("\nThe two greater numbers are %d and %d\n",x,y);

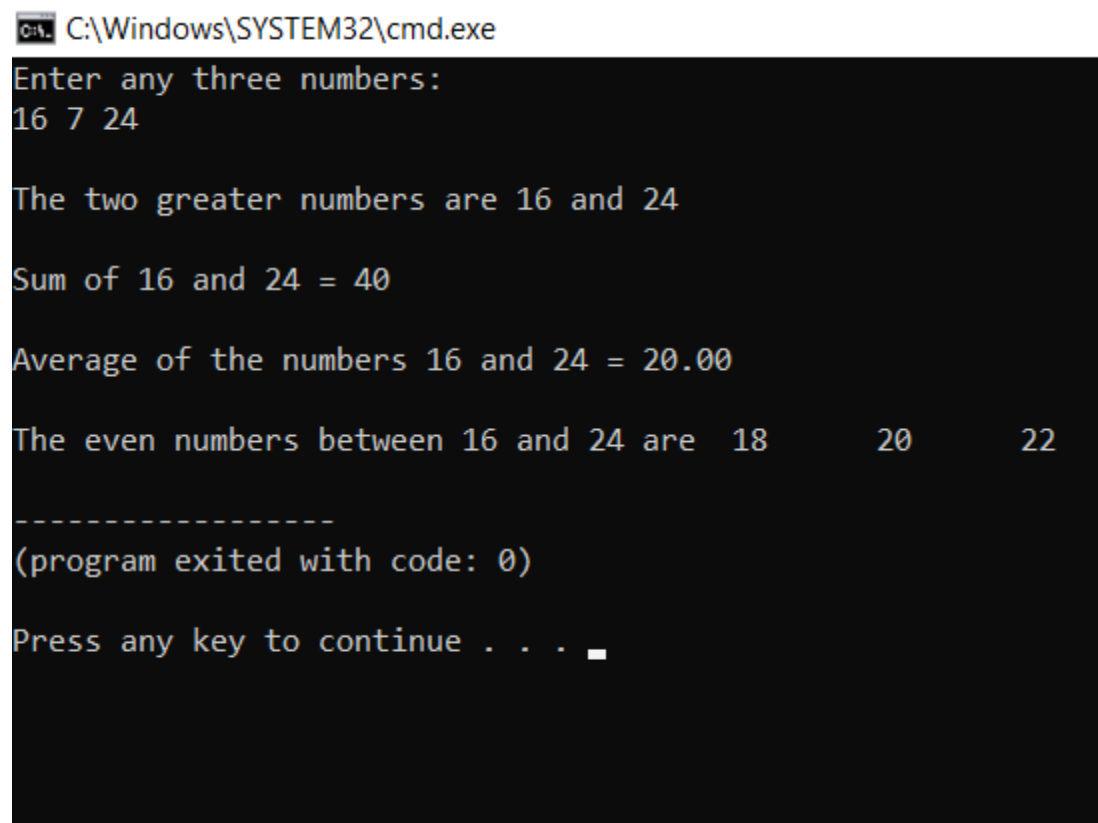

    avg = sumaver(x,y);
    printf("\nAverage of the numbers %d and %d = %.2f",x,y,avg);


    printeven(x,y);


    return 0;
}

```

## OUTPUT



```

C:\Windows\SYSTEM32\cmd.exe
Enter any three numbers:
16 7 24

The two greater numbers are 16 and 24

Sum of 16 and 24 = 40

Average of the numbers 16 and 24 = 20.00

The even numbers between 16 and 24 are 18      20      22

-----
(program exited with code: 0)

Press any key to continue . . . 

```