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;
```

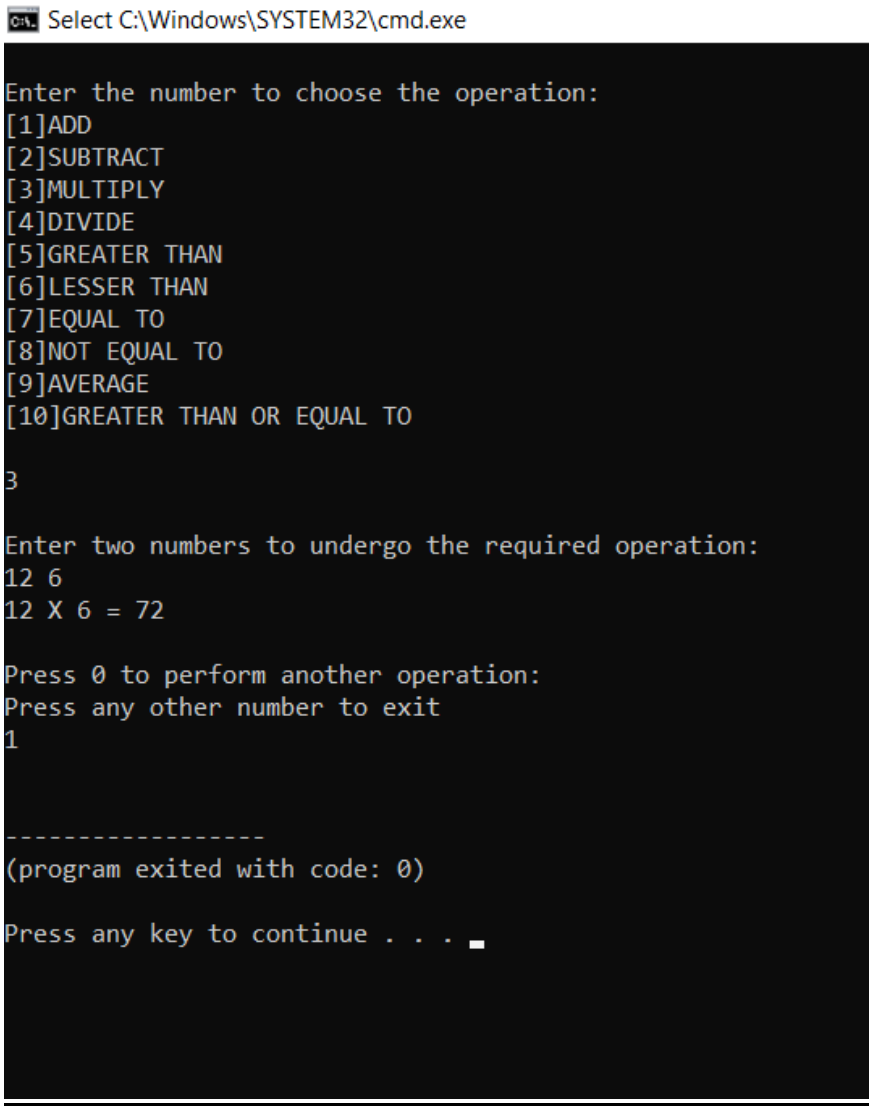
```
switch(i)
{
	case 1:
		printf("%d + %d = %d",a,b,a+b);
		break;

	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



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