

18/09/2020

EXPERIMENT No. 01 : 8.01

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int a, b, i, j;
```

```
    float div, avg;
```

```
    while (1)
```

```
    {
```

```
        printf("\n Enter the number to chose 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");
```

```
        scanf("%d", &i);
```

```
        printf("\n Enter two nos. 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;
```


18/09/2020 EXPERIMENT NO. 01: Q. 01

```
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;
```


18/09/2020

EXPERIMENT NO. 01 : Q.01

case 7: if (a==b)

{

printf("\n The numbers are equal");

}

else

{

printf("\n The numbers are not equal");

}

break;

case 8: if (a!=b)

{

printf("\n The numbers are unequal");

}

else

{

printf("\n The numbers 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;

18/09/2020

EXPERIMENT NO-01 : Q.01

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

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

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

```
}  
return 0;
```

```
}
```

OUTPUT

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

18/09/2020

EXPERIMENT NO-02: Q.01

Enter two numbers to undergo the required operation:

12

6

$$12 \times 6 = 72$$

Press 0 to perform another operation

Press any other number to exit

1 .

18/09/2020

EXPERIMENT No. 001: Q.02

```
#include <stdio.h>
```

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

```
    int sum;
```

```
    sum = x + y;
```

```
    printf (" \n Sum of %d and %d = %d \n", y, x, sum);
```

```
    return (float)sum / 2;
```

```
}
```

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

```
{
```

```
    int i;
```

```
    printf (" \n The even nos. between %d and %d are \n", x, y);
```

```
    if (y > x)
```

```
    {
```

```
        for (i = x + 1; i < y; i++)
```

```
        {
```

```
            if (i % 2 == 0)
```

```
            {
```

```
                printf ("%d \n", i);
```

```
            }
```

```
        }
```

```
    }
```

```
    else if (x > y)
```

```
    {
```

```
        for (i = y + 1; i < x; i++)
```

```
        {
```

```
            if (i % 2 == 0)
```

```
            {
```


EXPERIMENT NO. 01 : Q.02

```
        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;
```

```
    }
```


18/09/2020

EXPERIMENT NO. 01 : Q.02

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

```
avg = sumaver(x, y);
```

```
printf("\n Average of the nos. %d and %d = %.2f", x, y, avg);
```

```
printeren(x, y);
```

```
return 0;
```

```
}
```

OUTPUT:

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