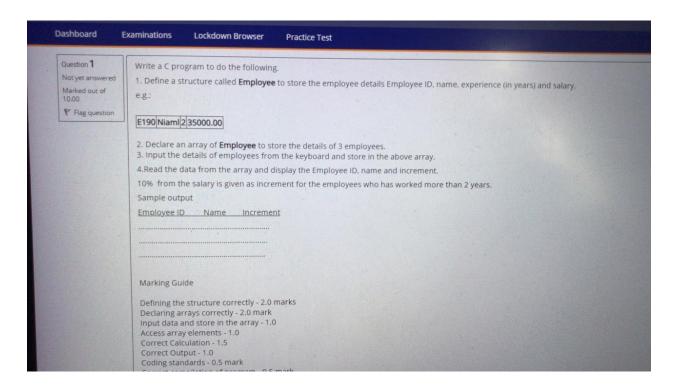
```
#include<stdio.h>
#include<string.h>
struct Book {
                char BookID[15];
                char title[25];
                int no_of_copies;
                int number_of_readers;
        };
int main (void){
        struct Book Book[4][3];
        int i, high = 0;
        char name[25];
        for(i=0; i<3; ++i){
                printf("Enter %d the book ID: ", i+1);
                scanf(" %s", &Book[1][i].BookID);
                printf("Enter %d the book title: ", i+1);
                scanf(" %s", &Book[2][i].title);
                printf("Enter %d the number of copies: ", i+1);
                scanf("%d", &Book[3][i].no_of_copies);
                printf("Enter %d the number of readers: ", i+1);
                scanf("%d", &Book[4][i].number_of_readers);
                printf("\n");
        }
```

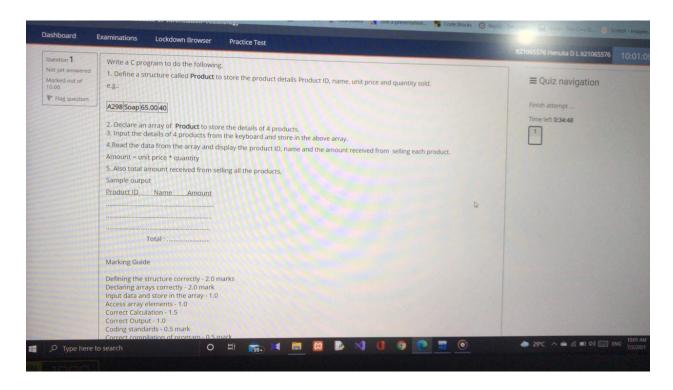
```
printf("\n");
        for(i=0; i<3; ++i){
                printf("%d Book ID: %s", i+1, Book[1][i].BookID); printf("\n");
               printf("%d Book title: %s", i+1, Book[2][i].title); printf("\n");
                printf("%d Number of copies: %d", i+1, Book[3][i].no_of_copies); printf("\n");
                printf("%d Number of readers: %d", i+1, Book[4][i].number_of_readers); printf("\n");
                printf("\n");
       }
//
        if (Book[4][1].number_of_readers > Book[4][2].number_of_readers){
//
               if (Book[4][1].number_of_readers> Book[4][3].number_of_readers){
//
               }
//
//
//
               else{
//
//
               }
       }
//
//
//
       else{
//
               if (Book[4][2].number_of_readers > Book[4][3].number_of_readers){
//
//
               }
//
//
               else{
//
//
               }
//
       }
       for (i=0; i<3; ++i){
               if(high < Book[4][i].number_of_readers){</pre>
                       high = Book[4][i].number_of_readers;
                       strcpy(name, Book[2][i].title);
               }
        }
        printf("Name of the Book: %s", name); printf("\n");
        printf("Number of readers: %d", high);
```

```
return 0; }
```



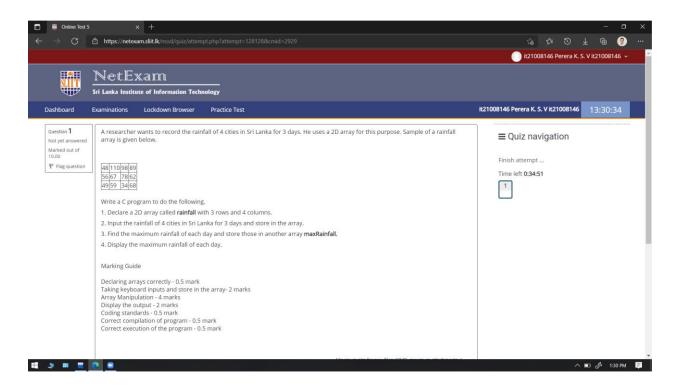
```
#include<stdio.h>
#include<string.h>
struct Employee {
               char EmployeeID[15];
               char name[25];
               int experience;
               float salary;
        };
int main (void){
        struct Employee Employee[4][3];
        int i;
       float increment;
       for(i=0; i<3; ++i){
               printf("Enter the %d employee ID: ", i+1);
               scanf("%s", Employee[1][i].EmployeeID);
               printf("Enter the %d employee name: ", i+1);
               scanf("%s", Employee[2][i].name);
```

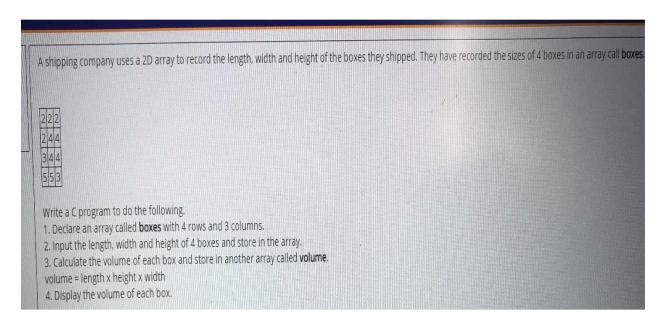
```
printf("Enter the %d employee experience in years: ", i+1);
               scanf("%d", &Employee[3][i].experience);
                printf("Enter the %d employee salary: ", i+1);
               scanf("%f", &Employee[4][i].salary);
               printf("\n");
       }
        printf("\n");
        for(i=0; i<3; ++i){
               printf("Enter the %d employee ID: %s", i+1, Employee[1][i].EmployeeID); printf("\n");
                printf("Enter the %d employee name: %s", i+1, Employee[2][i].name); printf("\n");
                printf("Enter the %d employee experience in years: %d", i+1,
Employee[3][i].experience); printf("\n");
               printf("Enter the %d employee salary: %.2f", i+1, Employee[4][i].salary); printf("\n");
printf("\n");
        }
        printf("Employee ID \t Name \t Increment"); printf("\n");
        for(i=0; i<3; ++i){
               if (Employee[3][i].experience > 2){
                        increment = Employee[4][i].salary * 10.0 / 100.0;
               }
               else{
                        continue;
               }
               printf("%s \t\t %s \t %.2f \n", Employee[1][i].EmployeeID, Employee[2][i].name,
increment);
       }
        return 0;
}
```



```
#include<stdio.h>
struct Product {
                char ProductID[15];
                char name[25];
                float unitPrice;
                int qty;
        };
int main (void){
        struct Product Product[4][4];
        int i;
        float total = 0, amount;
        for(i=0; i<3; ++i){
                printf("Enter the %d Product ID: ", i+1);
                scanf("%s", Product[1][i].ProductID);
                printf("Enter the %d Product name: ", i+1);
                scanf("%s", Product[2][i].name);
                printf("Enter the %d Product price: ", i+1);
```

```
scanf("%f", &Product[3][i].unitPrice);
                printf("Enter the %d Product qty: ", i+1);
                scanf("%d", &Product[4][i].qty);
                printf("\n");
        }
        printf("\n");
        for(i=0; i<3; ++i){
                printf("Enter the %d Product ID: %s", i+1, Product[1][i].ProductID); printf("\n");
                printf("Enter the %d Product name: %s", i+1, Product[2][i].name); printf("\n");
                printf("Enter the %d Product price: %.2f", i+1, Product[3][i].unitPrice); printf("\n");
                printf("Enter the %d Product qty: %d", i+1, Product[4][i].qty); printf("\n");
printf("\n");
        }
        printf("Product ID \t Name \t Amount"); printf("\n");
        for(i=0; i<3; ++i){
                amount = Product[3][i].unitPrice * (float)Product[4][i].qty;
                printf("%s \t\t %s \t %.2f \n", Product[1][i].ProductID, Product[2][i].name, amount);
                total = total + amount;
        }
        printf("\t\t Total: %.2f", total);
        return 0;
}
```





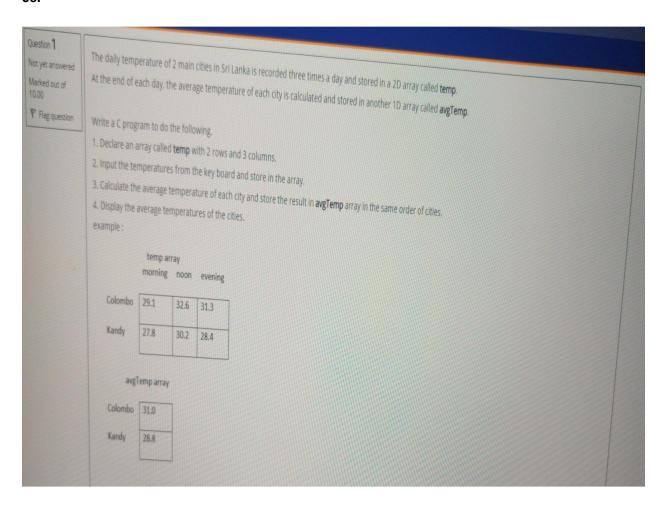
```
int boxes[4][3];
int x, y, volume[4] = {0};
for (x=0; x<4; ++x){
        printf("Enter %d box length: ", x+1);
        scanf("%d", &boxes[x][0]);
        printf("Enter %d box length: ", x+1);
        scanf("%d", &boxes[x][1]);
        printf("Enter %d box length: ", x+1);
        scanf("%d", &boxes[x][2]);
        printf("\n");
}
printf("\n");
for(y=0; y<4; ++y){
        for (x=0; x<3; ++x){
                printf("%d", boxes[y][x]);
        }
```

```
printf("\n");
}

for (x=0; x<4; ++x){
      volume[x] = boxes[x][0] * boxes[x][1] * boxes[x][2];
}

printf("\n");
for (x=0; x<4; ++x){
      printf("%d Box volume: %d", x+1, volume[x]);
      printf("\n");
}

return 0;
}</pre>
```



```
float temp[2][3];
int x, y;
float avgTemp[2] = {0};

for (x=0; x<2; ++x ){
        printf("Enter %d city morning temp: ", x+1);
        scanf("%f", &temp[x][0]);

        printf("Enter %d city afternoon temp: ", x+1);
        scanf("%f", &temp[x][1]);

        printf("Enter %d city evening temp: ", x+1);
        scanf("%f", &temp[x][2]);</pre>
```

```
printf("\n");
       }
        printf("\n");
       for (x=0; x<2; ++x){
               printf("Enter %d city morning temp: %.1f", x+1, temp[x][0]); printf("\n");
               printf("Enter %d city afternoon temp: %.1f", x+1, temp[x][1]); printf("\n");
               printf("Enter %d city evening temp: %.1f", x+1, temp[x][2]); printf("\n");
       }
       for(x=0; x<2; ++x){
               avgTemp[x] = (temp[x][0] + temp[x][1] + temp[x][2]) / 3.0;
       }
        printf("\n");
        printf("Colombo average tmp: %.1f", avgTemp[0]);
        printf("\n");
        printf("Colombo average tmp: %.1f", avgTemp[1]);
        return 0;
}
```

Question 1

Not yet answered Marked out of 10.00

P Flag question

A chocolate manufacturing company has three machines to produce chocolate balls. 5 chocolate balls from each machine were taken to check the average size of the chocolate balls produce from each machine.

Write a C program to do the following.

- 1. Declare an array called size with 3 rows and 5 columns.
- 2. Input the size of the chocolate balls from the key board and store the sizes in the array called **size**. Assume that each row in the array represent the size of chocolate balls from one machine.

22	22.5	22.3	22.1	21.9
22.6	22.5	22.4	22.2	22.5
22.3	22.1	22.3	22.3	22.4

- 3. Find the average size of balls of each machine and store the result in another array called avgSize.
- 4. Display the average size of each machine.

#include<stdio.h>

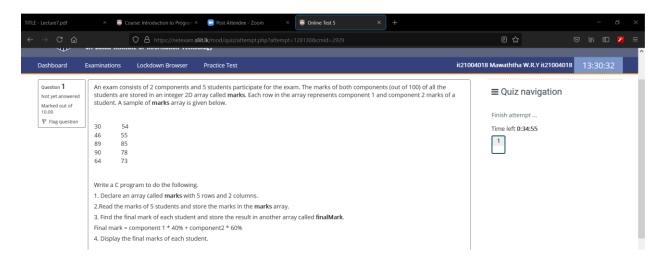
```
int main (void){
```

```
float size[3][5];
int x, y;
float avgSize[3] = {0};
for(y=0; y<3; ++y){
        for (x=0; x<5; ++x){
                 printf("Enter %d machine %d chocolate ball size: ", y+1, x+1);
                 scanf("%f", &size[y][x]);
        printf("\n");
}
printf("\n");
for(y=0; y<3; ++y){
        for (x=0; x<5; ++x){
                 printf("%.1f \t", size[y][x]);
        printf("\n");
}
for(x=0; x<3; ++x){
        avgSize[x] = (size[x][0] + size[x][1] + size[x][2] + size[x][3] + size[x][4]) / 5.0;
```

```
printf("\n");

for(x=0; x<3; ++x){
        printf("%d machine chololate ball average size: %.1f", x+1, avgSize[x]);
        printf("\n");
}

return 0;
}</pre>
```



```
int marks[2][5];
int x, y;
float finalMark[5] = {0};
for(y=0; y<2; ++y){
        for (x=0; x<5; ++x){
                printf("Enter %d component of %d student: ", y+1, x+1);
                scanf("%d", &marks[y][x]);
        printf("\n");
}
printf("\n");
for(y=0; y<5; ++y){
        for (x=0; x<2; ++x){
                printf("%d \t", marks[x][y]);
        printf("\n");
}
for(x=0; x<5; ++x){
        finalMark[x] = ((float)marks[0][x] * 40 / 100.0) + ((float)marks[1][x] * 60 / 100.0);
}
```