15/09/2020
Tuesday

Q.1) Simple calculator
* 4 arthematic
* 4 relational
* 2 own choices
* until user wishes to stop.

→
```
# include <stdio.h>
# include <math.h>
void main()
{
int a, b, choice;
printf("Menu \n 1 for ADDITION \n 2 for SUB
\n 3 for mul \n 4 for DIV \n");
printf("\n 5 for MIN \n 6 to find MAX \n 7
to find EVEN CHECK \n 8 to get a
REMINDER \n 9 for SQUARE \n 10 for
a power b \n 11 to EXIT \n");
scanf("%d", &choice);
switch (choice)
{
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 * %d = %d", a, b, a*b); break;
case 4: printf("%d / %d = %d", a, b, a/b); break;
case 5: if (a<b) {
printf("%d", a);
}
```

```
    }
    else
    printf ("BOTH ARE SAME");
    break;
case 6 : if (a>b) {
         printf ("%d", a);
         }
         else if (b>a) {
         printf ("%d", b);
         }
         else
         printf ("BOTH ARE SAME"); break;
case 7 : if (a%2 == 0)
         printf ("%d is even", a);
         else
         printf ("%d is odd", a);
         if (b%2 == 0)
         printf ("%d is even", b);
         else
         printf ("%d is odd", b); break;
case 8 : printf ("%d", a%b); break;
case 9 : printf ("%d \t %d", a*b, b*b); break;
case 10 : ; int p = pow (a,b);
          printf ("%d", p); break;
case 11 : printf ("EXIT"); break;
default : printf ("enter integer in range 1 to
                   11 \n");
        }
      }
    while (choice != 11);
    }
```

Q.2) pass by parameter

* from user get 3 numbers & identify greatest of it.
* sum average of those 3 numbers
* print even numbers in b/w those 2 numbers
* return the values (print it).

```
# include <stdio.h>
float sumaver (float n1, float n2);
void printeven (float n1, float n2);
int main ()
{
float a,b,c, num1, num2, average;
printf ("INPUT THREE NUMBERS \n");
scanf ("%f %f %f", &a, &b, &c);
if (a<b && a<c)
{
num1 = b;
num2 = c;
}
if (b<a && b<c) {
num1 = a;
num2 = c;
}
if (c<a && c<b) {
num1 = a;
num2 = b;
}
average = sumaver (num1, num2);
printf ("\n average = %.2f \n", average);
printeven (num1, num2);
return 0;
```

```
}
printeven (num1, num2);
return 0;
}
float sumaver (float n1, float n2) {
printf ("sum = %.2f", n1 + n2);
return ((n1+n2)/2);
}
void printeven (float n1, float n2){
 float a1, a2;
 if (n1 < n2) {
   a1 = n1;
   a2 = n2;
  }
  else {
  a1 = n2;
  a2 = n1;
  }
printf ("even numbers b/w them are : \n");
for (float i= a1 + 1 ; i <a2; i++) {
 if ((int) i%.2 == 0 ) {
 printf ("%d \n", (int)i);
  }
  }
  }
```