Week [1]

IBM19 CS 200
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Program 1:

```
#include <stdio.h>
int main()
 {
  int i, a, b, c;
  int sum, diff, null, mod;
  float divi;
   while (1)
   {
   putintf (" Choose operation you wish to do: \n");
   printf (" 1. Add \n");
   printf (" 2. Subract \n");
   printf (" 3. Multiply \n");
   printf (" 4. Division \n");
   printf (" 5. Modulus \n");
   printf (" 6. Greater than \n");
   printf (" 7. Lesser than \n");
   printf (" 8. Not equal \n");
   printf (" 9. Equal to \n");
   printf (" 10. Increment by 5 \n");
    scanf ("%d", &i);
   print f (" Enter two numbers to perform the
    operation: \n");
   Scanf ("%d%d", &a, &b);
     sum = a + b;
     diff = a - b;
     mul = (a * b);
```

```
divi = (a*1)/b;
mod = a%b;

switch(i)
{
case 1: printf("Sum = %d\n", sum);
        break;
case 2: printf("Difference = %d\n", diff);
        break;
case 3: printf("Multiplication = %d\n", mul);
        break;
case 4: printf("Divison = %f\n", divi);
        break;
case 5: printf("Modulus = %d\n", mod);
        break;

case 6: if(a>b)
        {
        printf("%d > %d\n", a, b);
        }
        else
        {
        printf("%d > %d\n", b, a);
        }
        break;
```

```
case 7: if (a<b)
        {
         printf("%.d < %.d \n", a,b);
        }
        else
        {
         printf ("%.d < %.d\n", b,a);
        }
       break;

case 8: if (a != b)
        {
         printf ("%.d != %.d \n", a,b);
        }
        else if
        { printf ("%.d != %.d\n", b, a );
        }
         break;
case 9: if(a==b)
        {
         printf ("%.d = %.d \n", a,b);
        }
         else if
        {
         printf ("%.d = %.d \n", b,a);
        }
       break;
```

```
case 10 : printf (" Incremented value is \n", a, a+5);
          printf (" Incremented value is \n", b, b+5);
          break;

default : printf (" Wrong choice");
}
printf (" Press 1 to calculate more
          or Press any key to exit \n\n");
 scanf ("%d", &c);

if (c1 == 1)
    {
      break;
    }
  }
}
```

Output

1. Add
2. Subract
3. Multiply
4. Divide
5. Modules
6. Greater than
7. Lesser than
8. Not equal
9. Equal
10. Increment by 5

7
two number to perform the operation
9
3
3<9

Program 2

```
#include<stdio.h>
int sumover(int a, int b)
  {
   int sum;
   sum = a+b;
   printf ("Sum = %d \n", sum);
   return sum/2;
   }

void printeven(int a, int b)
 {
  int small, big;
   if (a>b)
    {
     small = b ;
     big = a;
    }
   else
  { small = a;
    big = b;
  }
```

```
printf("Even numbers between two numbers
    are:\n");
int i;
for(i= small +1; i< big ; i++)
{
 if(i%2==0)
 printf("%d\n", i);
  }
}

int main()
{
 int a,b,c aug, n1,n2;
printf("Enter three numbers\n");
scanf("%d%d%d",&a,&b,&c);
 if(c>a && c<b)
  {
    n1=a;
    n2=b;
   }
   else if(b<a&&b<c)
    { n1=a;
      n2=c;
    }
  else
    {
      n1=b;
      n2=c;
    }
```

```
avg = sumover(n1, n2)
printf("Avg of two numbers is : %d \n", avg);
 printineven(n1, n2);
}
```

Output

```
Enter three numbers :
 3
 6
 1

Sum = 9
Avg of two numbers is 4
 Even number between the two are = 4
```