1. **What is C Lang ..?**

**C** is a **general-purpose, high‑level programming language** created by **Dennis Ritchie** at Bell Labs between **1969 and 1973**. It was originally developed to write the **UNIX operating system** and was designed to be both powerful and efficient

Often termed the "**mother of modern programming languages**", C influenced many later languages like C++, Java, and more

**Key Characteristics**

* Efficiency & Performance
* Portability
* Low‑Level Access
* Procedural & Structured

1. **What is a Compiler ?**

A compiler is a computer program that translates human-readable source code (like in C++ or Java) into machine-readable code (like assembly language or machine code) that a computer can execute

1. **What is header file?**

In C programming, a header file is a file with a .h extension that contains declarations of functions, macros, and data types (like structures and enums) that are intended to be shared across multiple source files.

Here's a breakdown of what header files are and their purpose:

* **Declarations, not Definitions:**

Header files primarily contain declarations (or prototypes) of functions, not their full definitions. The actual implementation of the functions resides in corresponding .c source files.

* **Code Reusability:**

They enable code reusability by allowing multiple source files to access the same set of functions and data types without having to redefine them in each file.

* **Modularity:**

Header files promote modular programming by separating the interface (declarations) from the implementation (definitions), making code easier to organize, maintain, and understand.

* **Preprocessor Directive:**

Header files are included in source files using the #include preprocessor directive, such as #include <stdio.h> for standard library functions or #include "myheader.h" for user-defined headers.

* **Types of Header Files:**
* **System-defined header files:** Provided with the C compiler and standard libraries (e.g., stdio.h, stdlib.h, math.h).
* **User-defined header files:** Created by the programmer to organize their own code and make it reusable across different parts of a project.

1. **What is data types in c ?**

In C programming, data types are used to classify the type of data that a variable can hold, determining the amount of memory allocated and the range of values that can be stored.

C data types are broadly categorized into:

* **Basic (or Primitive) Data Types:**

These are the fundamental building blocks.

* + **int:** Stores whole numbers (integers) without decimal points.
  + **char:** Stores single characters (letters, numbers, symbols) enclosed in single quotes.
  + **float:** Stores single-precision floating-point numbers (numbers with decimal points).
  + **double:** Stores double-precision floating-point numbers, offering higher precision than float.
  + **void:** A special type indicating the absence of a value, often used with functions that don't return a value or with generic pointers.
* **Derived Data Types:**

These are constructed from basic data types.

* + **Arrays:** Collections of elements of the same data type, stored in contiguous memory locations.
  + **Pointers:** Variables that store memory addresses of other variables.
  + **Functions:** Blocks of code designed to perform a specific task, which can also be considered a type in terms of their return value and parameters.
* **User-Defined Data Types:**

These are created by the programmer.

* + **Structures (struct)**: Allow grouping of different data types under a single name.
  + **Unions (union):** Similar to structures but allow different data types to share the same memory location.
  + **Enumerations (enum):** Define a set of named integer constants.
* **Boolean Type** (\_Bool or bool in C99 and later): Represents truth values, typically true (non-zero) or false (zero).

1. **What is variable in c language?**

**In C programming, a variable is a named storage location in memory used to hold data. It acts as a container for values that can change during the execution of a program.**

Naming Rules for Variables

* Must start with a letter or underscore (\_).
* Can include letters, digits, and underscores.
* Case-sensitive: var and Var are different.
* Cannot use keywords like int, return, etc.

### Syntax: Declaration, Definition & Initialization

1. **Declaration**: Tells the compiler about the variable’s name and type (no memory allocated yet).

int num;

1. **Definition**: Reserves memory for the variable and optionally assigns an initial value.

int num = 5; // Declaration and definition with initialization

1. **Initialization**: Assigning a value to a variable during its definition.

int x;

x = 10;

These steps can happen separately or together

* **Scope and Lifetime:**

Variables have a defined **scope (where they can be accessed in the program)** and **lifetime (how long they exist in memory).** Common types include local and global variables.

1. **what do you mean keyword in c language.?**

In C programming, a keyword is a reserved word that has a predefined meaning to the C compiler.

Examples of C keywords include:

* **Data types:** int, char, float, double, void
* **Control flow:** if, else, for, while, do, switch, case, break,continue, goto
* **Storage classes:** auto, extern, static, register
* **Other:** const, return, sizeof, struct, union, typedef, enum, volatile, signed, unsigned, short, long.

1. **what is loop and its types in c**

A loop in programming is a control flow statement that allows you to repeatedly execute a block of code as long as a specified condition is true. It's a way to automate repetitive tasks without having to write the same code multiple times.

**For Loop**:

* The for loop is an entry-controlled loop, meaning the condition is checked before the loop body is executed.
* It is typically used when the number of iterations is known in advance.

**While Loop:**

* The while loop is also an entry-controlled loop.
* It repeatedly executes a block of code as long as a given condition remains true.

**Do-While Loop:**

* The do-while loop is an exit-controlled loop, meaning the condition is checked after the loop body is executed at least once.
* This ensures that the loop body will execute at least one time, regardless of whether the condition is initially true or false.

### Entry-Controlled vs Exit-Controlled Loops

* **Entry-Controlled (Pre-Test)**: for and while loops evaluate their condition before executing the body, making them entry-controlled loops
* **Exit-Controlled (Post-Test)**: The do‑while loop evaluates the condition after executing the loop body—meaning the body always runs at least once

1. **what is array and string?**

## **Array in C**

* An **array** is a **collection of elements of the same data type**, stored in **contiguous memory locations**. Each element is accessed using an **index**, typically starting from 0

The **size** of an array is fixed at the time of declaration and cannot be altered later.

Syntax :

int arr[10];

Here, arr can hold 10 integers, indexed from arr[0] to arr[9]

**String in C**

* A **string** in programming is a data type used to represent text rather than numbers. It is composed of a sequence of characters, which can include letters, numbers, spaces, and symbols. Each character in a string is typically stored as a sequence of bytes in memory. That is, a sequence of characters ending with a special '\0' (null) character

Syntax :

char str[] = "Hello";

This creates an array equivalent to { 'H', 'e', 'l', 'l', 'o', '\0' }

"A string is a sequence of character values including a zero-valued terminator. The string 'hello' is represented as the sequence {'h', 'e', 'l', 'l', 'o', 0}."

| **Concept** | **Definition** |
| --- | --- |
| **Array** | A fixed-size sequence of elements of the same type stored contiguously. |
| **String** | A character array terminated with a '\0', representing text. |

1. **What Is a Function in C?**

A **function** in C is a **self-contained block of code** designed to perform a specific task. Once written, it can be **called** or **reused** at any point in the program, improving modularity and readability

**Predefined vs User‑Defined Functions**

**Library(Predefined)Functions**

These are built-in functions provided by C's standard library, accessible via #include directives. Popular examples include:

* printf(), scanf() from <stdio.h>
* sqrt(), malloc() from <math.h> and <stdlib.h>

**User-Defined Functions**

These are functions you create for tasks specific to your program. They enhance reuse, readability, and maintainability

**Advantages of Using Functions**

Utilizing functions gives you:

* **Modularity**: Break down complex tasks into manageable pieces.
* **Reusability**: Write once, use multiple times.
* **Abstraction**: Use the function without worrying about its internal code.
* **Easier debugging and maintenance**: Fix a bug in one place.
* **Better organization**: Code is cleaner and more understandable

1. **what is recursion in c ?**

Recursion in C is a programming technique where a function calls itself, either directly or indirectly, to solve a problem.

1. **Call by value vs call by address in c language.**

Call by Value

* **Mechanism**:

When a function is called using call by value, a copy of the actual argument's value is passed to the function's formal parameter.

* **Memory**:

The formal parameter in the function receives its own separate memory location to store this copied value.

* **Modification**:

Any changes made to the formal parameter within the function do not affect the original actual argument in the calling function because the function operates on a separate copy.

Call by Address (Call by Reference using Pointers)

* **Mechanism**:

When a function is called using call by address, the memory address of the actual argument is passed to the function's formal parameter (which must be a pointer type).

* **Memory**:

Both the actual argument and the formal pointer parameter refer to the same memory location.

* **Modification**:

Any changes made to the data at the address pointed to by the formal parameter do affect the original actual argument in the calling function.

1. **difference between structure and union ?**

**Structures (struct)**

* A **structure** groups variables of different types into a single entity.
* **Memory layout**: Each member has its **own distinct memory location**, stored consecutively (plus potential padding for alignment).
* **Size**: Total size equals the sum of all member sizes (including any padding.
* **Simultaneous storage**: You can access and maintain *multiple members at the same time*, each preserving its own value

**Unions (union)**

* A **union** also group variables but **shares the same memory location** among all members.
* **Memory layout**: Only the *largest member* determines the union’s size.
* **Exclusive storage**: Only one member can hold a valid value at any given time; writing to one member can overwrite others.

| **Feature** | **Structure** | **Union** |
| --- | --- | --- |
| **Syntax** | struct keyword | union keyword |
| **Memory Allocation** | Separate for each member | Shared among all members |
| **Size** | Sum of all members (plus padding) | Size of largest member |
| **Access** | Access all members independently | Only one member at a time |
| **Use-case** | Store and use multiple values simultaneously | Save memory when only one value is needed |

1. **diffrence between c & c++ ?**

The primary differences between C and C++ lie in their programming paradigms and features:

**Programming Paradigm:**

**C:**

Primarily a procedural programming language. It focuses on functions and a step-by-step execution of instructions.

**C++:**

A multi-paradigm language, supporting both procedural and object-oriented programming (OOP). OOP features include classes, objects, inheritance, polymorphism, and encapsulation.

**Input/Output:**

* **C:** Uses functions like printf() and scanf() for standard input and output.
* **C++:** Utilizes cin and cout for stream-based input and output.

## **Difference Between C and C++**

|  |  |  |
| --- | --- | --- |
| **Parameter** | **C** | **C++** |
| **Programming Paradigm** | C is a structural or procedural programming language. | C is a structural as well as an object-oriented programming language. |
| **History** | C was developed by scientist Dennis Ritchie in 1972 at Bell Laboratories. | C was developed by Bjarne Stroustup in 1979. |
| **Approach** | C follows a top-down approach | C follows the bottom-up approach. |
| **Keywords** | C contains 32 keywords | C++ contains 63 keywords. |
| **Data Types** | C supports built-in data types. | C++ support both built-in and user-defined data types. |
| **File Extension** | .c is the file extension for C programming language | .cpp is the file extension for C++ programming language |
| **Header File** | <stdio.h> header file is used by C language | <iostream.h> header file is used by C++ language |
| **Allocation and Deallocation of Memory** | In C language, we use calloc() and malloc() for dynamic allocation of memory and free() for deallocation of memory. | In C++ language, we use a new operator for the allocation of memory and a delete operator for the deallocation of memory. |
| **Access Modifier** | C language does not support access modifier | C++ support access modifier |
| **Security** | C does not have any security features so it can be manipulated by outsider | C++ is a secure language as it offers security features such as data hiding and encapsulation |
| **Reference Variable** | C does not support reference variable | C++ support reference variable |
| **Function Overloading and Function Overriding** | C don’t supports function overloading and function overriding | C++ supports function overloading and function overriding |
| **Exception Handling** | C does not support exception handling directly, it uses the function that support exception handling | C++ directly support exception handling with the help of try – catch block |
| **Program Division** | C is a procedural language, so code written in C are divided in separate blocks known as function | C++ is a object oriented language, so code and divided into classes and objects |
| **Inline Function** | C doesn’t support inline function | C++ support inline function |
| **Driven Type** | C is known as function driven language | C is known as object driven language |
| **Compatibility** | Code written in C language can be run on C++ compiler as C is the foundational language | Code written in C++ language can be run on C compiler as C++ language includes OOP’s concept |
| **Data and Function** | In C, the data and function are separated as it is a procedural programming language | In C++, the data and function are encapsulated as it is a object oriented programming language |
| **Input and Output Function** | In C scanf() and printf() functions are used to take the input and output respectively | In C++ cin and cout functions are used to take the input and output respectively |
| **Application Development** | C language is more suitable for low level implementation such as network driver, text editor, assembler, etc | C++ language is more suitable for high level implementation such as game development, smartwatches, embedded systems, etc |
| **Namespace** | To prevent the collision and organize the code, namespace is needed but C does not support that | C++ support the namespace |
| **Used By** | MySQL, Windows Kerne, Oracle Database, Telegram messenger, etc | Google Chrome, Torque 3-D game, Microsoft Office, etc |

1. **what is pointer in c**

we can get the **memory address** of a variable with the reference operator &:

A **pointer**is a variable that **stores**the **memory address** of another variable as its value.

A **pointer variable** **points** to a **data type**(like int) of the same type, and is created with the \* operator.

The address of the variable you are working with is assigned to the pointer:

1. **Discuss about c storage class.?**

**Storage Classes in C**

Storage classes determine a variable's **lifetime**, **scope (visibility)**, **linkage**, and **storage location**.

**1. auto (Automatic Storage)**

* **Behavior**: This is the default for local variables declared inside functions or blocks.
* **Scope**: Limited to the declaring block.
* **Lifetime**: Lasts until execution leaves the block.
* **Initialization**: Not initialized automatically—contains garbage unless explicitly assigned.
* **Note**: The auto keyword is redundant and rarely used explicitly in modern code.

**2. register**

* **Purpose**: Suggests storing the variable in a CPU register for faster access.
* **Scope & Lifetime**: Same as auto.
* **Address Usage**: Cannot use & to take its address.
* **Modern Context**: Compilers typically handle access optimizations automatically, making register largely obsolete.

**3. static**

* **Local (inside function)**:
  + **Scope**: Within the block.
  + **Lifetime**: Entire program duration.
  + **Initialization**: Defaults to zero if uninitialized.
  + **Behavior**: Retains value between function calls.
* **Global (file scope)**:
  + **Linkage**: Internal—visible only within the translation unit (source file), acting similarly to a 'private' variable within that file.
* **Clarification**: It defines both storage duration and linkage based on where it’s used.

**4. extern**

* **Purpose**: Declares a variable or function defined elsewhere, enabling cross-file usage.
* **Scope & Linkage**: Global with external linkage.
* **Lifetime**: Entire execution of the program.
* **Initialization**: Defaults to zero if not initialized explicitly.

**5. Defaults When No Specifier Is Present**

* **Block-scope variables**: Treated as auto (automatic).
* **File-scope variables/functions**: Treated as extern by default.
* **Functions**: Default to extern linkage unless declared static at file scope.

**6. (Bonus) Thread-Local Storage (\_Thread\_local)**

* Introduced in C11 to provide **per-thread instances** of variables.
* Can combine with static or extern to control linkage

1. **What is oprator ? type ? use ?**

An operator is a **symbol** used in programming to perform specific **mathematical or logical operations** on values or variables, called operands Operators are categorized into types like **arithmetic**, **relational**, **logical**, **assignment**, and **bitwise**, each serving a distinct purpose to manipulate data and build program logic.

**1. Unary Operators**

Operate on a single operand.

**Examples**:

* + **++ (increment):** Increases the value of the operand by 1.
  + **-- (decrement):** Decreases the value of the operand by 1.
  + **! (logical NOT):** Reverses the logical state of its operand.
  + **~ (bitwise NOT):** Inverts all the bits of its operand.

**2. Binary Operators**

Operate on two operands.

* **Examples**:
  + **+ (addition):** Adds two operands.
  + **- (subtraction):** Subtracts the second operand from the first.
  + **\* (multiplication):** Multiplies two operands.
  + **/ (division):** Divides the first operand by the second.
  + **% (modulus):** Returns the remainder of the division of the first operand by the second.
  + **== (equal to):** Checks if two operands are equal.
  + **!= (not equal to):** Checks if two operands are not equal.
  + **> (greater than):** Checks if the left operand is greater than the right.
  + **< (less than):** Checks if the left operand is less than the right.
  + **&& (logical AND):** Returns true if both operands are true.
  + **|| (logical OR):** Returns true if at least one operand is true.
  + **& (bitwise AND):** Performs bitwise AND on two operands.
  + **| (bitwise OR):** Performs bitwise OR on two operands.
  + **^ (bitwise XOR):** Performs bitwise XOR on two operands.
  + **<< (left shift):** Shifts bits of the first operand to the left by the number of positions specified by the second operand.
  + **>> (right shift):** Shifts bits of the first operand to the right by the number of positions specified by the second operand.
  + **= (assignment):** Assigns the value of the right operand to the left operand.
  + **+=, -=, \*=, /=, %=** (compound assignment): Performs the operation and assigns the result to the left operand.

**3. Ternary Operator**

Operates on three operands.

* **Syntax**: condition ? expr1 : expr2;
* **Description**: Evaluates the condition; if true, returns expr1; otherwise, returns expr2.

**🛠️ Uses of Operators**

* **Arithmetic Operations**: Perform mathematical calculations.
* **Relational Operations**: Compare two values.
* **Logical Operations**: Combine multiple conditions.
* **Bitwise Operations**: Manipulate data at the bit level.
* **Assignment Operations**: Assign values to variables.
* **Increment/Decrement**: Increase or decrease variable values.
* **Conditional Operations**: Make decisions based on conditions.

1. **what is a file in c language ?**

In C programming, a **file** is a container in computer storage used to store data. Files are essential for preserving data beyond the program's execution, enabling data sharing, and facilitating inter process communication.

 **Text Files**:

* Store data as human-readable ASCII characters.
* Each line typically ends with a newline character (\n).
* Commonly used for configuration files, logs, and source code.
* Easily created and edited with text editors.

 **Binary Files**:

* Store data in binary format (0s and 1s), which is more compact and efficient.
* Not human-readable, making them suitable for storing complex data structures.
* Provide better security and faster access compared to text files.

1. **can we compile a program without main () function in c language ?**

Yes, it is possible to compile a C program without a main() function, but it cannot be directly executed as a standalone program in a hosted environment (like a typical operating system).

1. **normal variable vs static variable?**

The primary distinction between a normal (or automatic) variable and a static variable lies in their lifetime, scope, and storage location.

**Normal (Automatic) Variables:**

* **Lifetime:**

These variables are created when their containing block (e.g., a function or a loop) is entered and are destroyed when that block is exited. Their memory is typically allocated on the stack.

* **Scope:**

Their scope is limited to the block in which they are declared. They are not accessible outside that block.

* **Initialization:**

If not explicitly initialized, they contain garbage values. They are re-initialized each time the block is entered.

* **Example:**

A variable declared inside a function without the static keyword.

**Static Variables:**

* **Lifetime:**

Static variables have a lifetime that spans the entire execution of the program. They are created at program startup and destroyed only when the program terminates. Their memory is typically allocated in the data segment of the program's memory.

* **Scope:**

The scope of a static variable depends on where it is declared.

* + **Inside a function:** It retains its local scope, meaning it's only accessible within that function, but its value persists across multiple function calls.
  + **Global scope (file scope in C/C++):** A static global variable is only accessible within the file where it is declared, preventing external linkage.
  + **Class scope (in object-oriented languages like Java/C#):** A static member variable belongs to the class itself, not to individual instances. All instances of the class share a single copy of the static variable.
* **Initialization:**

If not explicitly initialized, they are automatically initialized to zero (or null for reference types). They are initialized only once, at the beginning of the program or when the class is loaded.

* **Example:**

A variable declared with the static keyword inside a function or as a member of a class.

what do you mean by identifier ? in c language

In C programming, an identifier is a user-defined name given to program elements such as variables, functions, arrays, structures, unions, and labels. Its primary purpose is to uniquely identify these entities within a program, allowing the programmer to refer to them and manipulate them.

Key characteristics of C identifiers:

* **User-defined:**

Unlike keywords (which are predefined by the C language), identifiers are chosen by the programmer.

* **Naming conventions:**
  + They can consist of letters (A-Z, a-z), digits (0-9), and the underscore character (\_).
  + The first character must be either an alphabet or an underscore. It cannot be a digit.
  + Identifiers are case-sensitive (e.g., myVariable and myvariable are treated as different identifiers).
  + They cannot be a C keyword (e.g., int, float, if, while).
  + They cannot contain white spaces or other special characters.

1. **can we change a value of constant variable ?**

No, the value of a constant variable generally cannot be changed after its initialization. This is the fundamental characteristic that distinguishes constants from variables.

**But can change via Pointer.**

1. **difference between scope and lifetime ? in c language**

**Scope:**

Scope refers to the region of the program where a variable is visible and can be directly accessed by its name. It dictates where in the code a variable declaration is effective. Common types of scope in C include:

**Lifetime:**

Lifetime refers to the duration during which a variable exists in memory and retains its value. It determines when memory is allocated for a variable and when that memory is deallocated. Common storage durations in C include:

1. **What Is Type Casting in C?**

**Type casting** (or type conversion) is the process of changing a value from one data type to another, either automatically (implicit) or manually (explicit using the cast operator).

* **Implicit Casting**: The compiler converts data types automatically during operations, like promoting an int to double in mixed-type arithmetic.
* **Explicit Casting**: You manually convert a value using (type), e.g., (float)intVar, to enforce precise behavior or eliminate warnings.

**Why Use Type Casting?**

1. **Ensure Correct Arithmetic Behavior**

Avoid unintended integer division by casting:

float result = (float) a / b; // Ensures float division

1. **Maintain Compatibility Between Types**

When calling functions with different expected argument types, casting ensures safe usage:

double area = calculateArea((double)radius);

1. **Suppress Compiler Warnings & Force Valid Conversions**  
   You might cast to silence warnings about precision loss or mismatched pointer types.
2. **Pointer Type Conversion**

Useful when you intentionally reinterpret memory layout or data type:

char \*p = (char \*)someIntPointer;

1. **Convert void\* Returned by malloc()**

In C++, this cast is required; in C, it's optional—but sometimes used for clarity:

int \*arr = (int\*) malloc(n \* sizeof(int));

1. **What Is an Infinite Loop?**

An **infinite loop**—also known as an **endless loop**—is a loop that **never terminates** on its own because the controlling condition never becomes false. In C, this can occur either **intentionally** or due to a **programming oversight**.

**Why Use Infinite Loops?**

There are practical scenarios where infinite loops are intentional and necessary:

* **Embedded systems**: Continually monitor sensors or respond to events.
* **Servers and event-driven applications**: Keep the program running until manually stopped.
* **Game loops**: Maintain continuous interaction until the user exits.

1. **Can we print output without ever using a semicolon (;) ?**

**Yes, in C, it's possible to print output without ever using a semicolon (;)**

C’s syntax allows placing expressions inside control statements like if, while, or switch without requiring a trailing semicolon. These constructs can evaluate expressions (such as printf(...)) without needing a ; at the end.

**#include <stdio.h>**

**int main() {**

**if (printf("Hello, world")) { }**

**}**

1. **swap number without third variable ?**

Swapping two numbers without using a third (temporary) variable in C is a classic puzzle that highlights clever use of arithmetic or bitwise operations to exchange values in place.

**Arithmetic Method**

**a = a + b;**

**b = a - b;** // b = (a + b) - b → a

**a = a - b;** // a = (a + b) - a → b

**How it works:**

* a becomes the sum of the original a and b.
* b gets the original a.
* a then becomes the original b.

print natural number without loop ?

Sure! You can indeed **print natural numbers in C without using any loops**, typically by using **recursion.**

**Using Recursion :**

#include <stdio.h>

void print(int s, int n) {

if (s > n)

return;

printf("%d\n", s);

print(s + 1, n);

}

int main() {

int n;

scanf("%d", &n);

print(1, n);

return 0;

}

1. **difference between break and continue ?**

The break statement terminates the entire loop or switch statement immediately,while the continue statement skips only the current iteration of the loop, allowing the program to proceed to the next iteration. In essence, break exits the loop entirely, but continue keeps you inside the loop, just jumping over the rest of the current cycle.

**break statement**

* **Purpose**: To immediately exit the innermost enclosing loop or switch statement.
* **Effect**: The loop's execution stops completely, and control is transferred to the statement following the loop.
* **When to use**: When a specific condition is met, and you want to stop processing further iterations and leave the loop altogether.

**continue statement**

* **Purpose**: To skip the remaining code within the current iteration of a loop and proceed to the next iteration.
* **Effect**: The current iteration is terminated, but the loop itself continues to run for its subsequent iterations.
* **When to use**: When you want to skip processing for a particular item or condition within a loop but still want the loop to continue with the rest of the items.

1. **actual parameter and formal parameters in c ?**

**In C programming, parameters play a crucial role in passing data to and from functions. There are two distinct types of parameters: formal parameters and actual parameters.**

**Formal Parameters:**

* Formal parameters are the variables declared within the parentheses of a function's definition or prototype.
* They act as placeholders that receive the values passed during a function call.
* Formal parameters must include their data types in the function definition.
* Their scope is limited to the function in which they are declared.

**Actual Parameters:**

* Actual parameters are the values or variables passed to a function when it is called.
* They are also known as arguments.
* Actual parameters can be variables, constants, or expressions.
* Data types are not explicitly mentioned when passing actual parameters in a function call.

1. **Write a program to add two numbers without using operator in c.**

#include <stdio.h>

// Function to add two numbers using bitwise operations

int add(int a, int b) {

// Loop until there is no carry

while (b != 0) {

// Calculate the carry: common set bits of a and b, shifted left by 1

int carry = (a & b) << 1;

// Calculate the sum without considering the carry (XOR operation)

a = a ^ b;

// Update b with the carry for the next iteration

b = carry;

}

return a;

}

int main() {

int num1, num2;

printf("Enter the first number: ");

scanf("%d", &num1);

printf("Enter the second number: ");

scanf("%d", &num2);

int sum = add(num1, num2);

printf("Sum of %d and %d is: %d\n", num1, num2, sum);

return 0;

}

1. **Count vowel and consonant program in c using string ?**

#include <stdio.h>

#include <ctype.h> // For isalpha() and tolower()

int main() {

char str[200];

int vowels = 0, consonants = 0;

printf("Enter a string: ");

fgets(str, sizeof(str), stdin);

for (int i = 0; str[i] != '\0'; i++) {

char ch = str[i];

if (isalpha((unsigned char)ch)) { // Only consider alphabetic characters

ch = tolower((unsigned char)ch); // Normalize case

if (ch == 'a' || ch == 'e' || ch == 'i' ||

ch == 'o' || ch == 'u') {

vowels++;

} else {

consonants++;

}

}

}

printf("Vowels: %d\n", vowels);

printf("Consonants: %d\n", consonants);

return 0;

}

1. **Check odd or even without using modulus operator in c ?**

**#include <stdio.h>**

**int main() {**

**int num;**

**printf("Enter a number: ");**

**scanf("%d", &num);**

**if (num & 1)**

**printf("%d is Odd.\n", num);**

**else**

**printf("%d is Even.\n", num);**

**return 0;**

**}**