

COMPUTER PROGRAMMING

Practical File



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Contents

1	The C Language	2
1.1	Student Grades	2
1.2	Average Age	4
1.3	Length of string	6
1.4	Start-Up Owner	7
1.5	Student Names	10
1.6	XOR Operation	12
1.7	Left and Right Shift	13
1.8	Magic Number	14
1.9	Quotient	15
1.10	Text File	16
1.11	Queue	17
1.12	Temperature Conversion	20
1.13	Text in File	21
1.14	Frequencies	22
2	The Python Programming Language	26
2.1	Linear Search	26
2.2	Binary Search	27
2.3	Bubble Sort	28
2.4	Selection Sort	29
2.5	Insertion Sort	30
2.6	Copy File	31

1 The C Language

1.1 Student Grades

1.1.1 Statement

Write a program in C that uses a two-dimensional array to store the numeric grade for each student (n) in a multiple teacher's class (m). The program assumes that the teacher has three classes and a maximum of 30 students per class. Both the variable M and N should be user defined.

1.1.2 Code

```
#include <stdio.h>

struct student
{
    char grade;
};

void get_marks(student classes[][30])
{
    int m, n;

    printf("\nEnter class: ");
    scanf("%d", &m);
    printf("Enter student: ");
    scanf("%d", &n);

    printf("The given student has got %c grade!\n", classes[m - 1][n - 1]);
}

void populate_classes(student classes[3][30])
{
    int num;

    for (int i = 0; i < 3; i++)
    {
        student *curr_class = classes[i];
        printf("Enter number of students in class %d: ", i + 1);
        scanf("%d", &num);

        for (int j = 0; j < num; j++)
        {
            printf("Enter the Grade of student %d in class %d: ", j + 1, i + 1);
            scanf(" %c", &(curr_class[j].grade)); // blank space is important
        }
        printf("\n");
    }
}
```

```

}

int main(int argc, char const *argv[])
{

    student classes[3][30];

    populate_classes(classes);
    get_marks(classes);

    return 0;
}

```

1.1.3 Output

```

→ Code ./student_grades
Enter number of students in class 1: 3
Enter the Grade of student 1 in class 1: A
Enter the Grade of student 2 in class 1: B
Enter the Grade of student 3 in class 1: C

Enter number of students in class 2: 2
Enter the Grade of student 1 in class 2: A
Enter the Grade of student 2 in class 2: B

Enter number of students in class 3: 2
Enter the Grade of student 1 in class 3: F
Enter the Grade of student 2 in class 3: A

Enter class: 2
Enter student: 1
The given student has got A grade!
→ Code 

```

Figure 1: Output - 1

1.2 Average Age

1.2.1 Statement

Write the program to input the value of age of employees in the company. You have to calculate the average age of the employee in the company using pointer of array.

1.2.2 Code

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

float avg(int arr[], int n)
{
    float sum = 0;
    for (int i = 0; i < n; i++)
        sum += arr[i];
    return sum / (float)n;
}

int main(int argc, char const *argv[])
{
    int n;
    printf("Enter number of employees: ");
    scanf("%d", &n);

    int *employees = (int *)malloc(n * sizeof(int));

    for (int i = 0; i < n; i++)
    {
        printf("Enter age of employee %d: ", i + 1);
        scanf("%d", &employees[i]);
    }

    printf("The average age of employees is = %.2f\n", avg(employees, n));

    free(employees);

    return 0;
}
```

1.2.3 Output

```
→ Code git:(master) X ./average_ages
Enter number of employees: 3
Enter age of employee 1: 5
Enter age of employee 2: 8
Enter age of employee 3: 16
The average age of employees is = 9.67
→ Code git:(master) X █
```

Figure 2: Output - 2

1.3 Length of string

1.3.1 Statement

A user has given a random size string to input, you have to calculate the length of the string using pointer. You cannot use predefined function `strlen`.

1.3.2 Code

```
#include <stdio.h>
int main()
{
    char str[100], i;
    printf("Enter a string: ");
    scanf("%[^\n]s", str);

    // '\0' represents end of String
    for (i = 0; str[i] != '\0'; ++i)
        ;
    printf("\nLength of input string: %d\n", i);

    return 0;
}
```

1.3.3 Output

```
→ Code git:(master) X ./strlen
Enter a string: this is a string that is given to the program

Length of input string: 45
→ Code git:(master) X █
```

Figure 3: Output - 3

1.4 Start-Up Owner

1.4.1 Statement

A start-up owner is interested to maintain the dataset of the newly recruited employees. She is interested in storing the Emp_Name (Str), Emp_Age (int), Emp_Degree (Str), Emp_Exp (Float), Emp_add (Structure). Emp_add needs one user defined data to store street no, city, district and state for the employee address. You have to design a database where we can store all the information for at least 20 employees.

1.4.2 Code

```
#include <stdio.h>

struct address
{
    int street;
    char city[50];
    char district[50];
    char state[50];
};

struct employee
{
    char Emp_Name[50];
    int Emp_Age;
    char Emp_Degree[50];
    float Emp_Exp;
    address Emp_add;
};

void add_employee(employee &Employee, int i)
{
    printf("\nEnter Name of employee %d: ", i);
    scanf("%s", &Employee.Emp_Name);
    printf("Enter Age of employee %d: ", i);
    scanf("%d", &Employee.Emp_Age);
    printf("Enter Degree of employee %d: ", i);
    scanf("%s", &Employee.Emp_Degree);
    printf("Enter Experience of employee %d: ", i);
    scanf("%f", &Employee.Emp_Exp);

    printf("*Address Details*\n");
    printf("Enter City of employee %d: ", i);
    scanf("%s", &Employee.Emp_add.city);
    printf("Enter District of employee %d: ", i);
    scanf("%s", &Employee.Emp_add.district);
    printf("Enter State of employee %d: ", i);
    scanf("%s", &Employee.Emp_add.state);
}
```



```

    printf("Enter Street of employee %d: ", i);
    scanf("%d", &Employee.Emp_add.street);
}

void print_employee(employee Employee)
{
    printf("\n%s %s %s", Employee.Emp_Name, Employee.Emp_Degree, Employee.Emp_add.city);
}

int main(int argc, char const *argv[])
{
    int n;
    printf("Enter Number of employees: ");
    scanf("%d", &n);

    employee Employees[n];

    for (int i = 0; i < n; i++)
        add_employee(Employees[i], i + 1);

    for (int i = 0; i < n; i++)
        print_employee(Employees[i]);
    return 0;
}

```

1.4.3 Output

```
→ Code git:(master) X ./employee
Enter Number of employees: 1

Enter Name of employee 1: John
Enter Age of employee 1: 23
Enter Degree of employee 1: Betch
Enter Experience of employee 1: 2
*Address Details*
Enter City of employee 1: Delhi
Enter District of employee 1: Dwarka
Enter State of employee 1: Delhi
Enter Street of employee 1: 3

John Betch Delhi%
→ Code git:(master) X
```

Figure 4: Output - 4

1.5 Student Names

1.5.1 Statement

Defined a two-dimensional matrix `(char)[50][20]` to store the student's name in the class. We are expecting to store the 50 students with different length name. Write a program to print all the name with the help of pointers

1.5.2 Code

```
#include <stdio.h>

void print_names(char students[][20], int n)
{
    printf("\nStudents are: \n");
    for (int i = 0; i < n; i++)
        printf("%s\n", *(students + i));
}

int main(int argc, char const *argv[])
{
    int n;
    char students[50][20];
    printf("Enter a number: ");
    scanf("%d", &n);

    for (int i = 0; i < n; i++)
    {
        printf("Enter the name for student %d: ", i + 1);
        scanf("%s", *(students + i));
    }
    print_names(students, n);
    return 0;
}
```

1.5.3 Output

```
→ Code git:(master) X ./students
Enter a number: 4
Enter the name for student 1: John
Enter the name for student 2: KorigamiK
Enter the name for student 3: doe
Enter the name for student 4: aka

Students are:
John
KorigamiK
doe
aka
→ Code git:(master) X █
```

Figure 5: Output - 5

1.6 XOR Operation

1.6.1 Statement

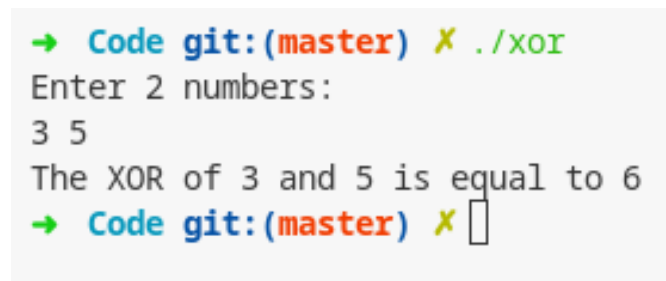
The outcome of a XOR operation is true if and only if one operand (but not both) is true. Write a program in 'C' which returns the outcome of an Exclusive OR operation performed on its two operands

1.6.2 Code

```
#include <stdio.h>

int main(int argc, char const *argv[])
{
    int a, b;
    printf("Enter 2 numbers:\n");
    scanf("%d", &a);
    scanf("%d", &b);
    int xor_result = (a | b) & ~(a & b);
    printf("The XOR of %d and %d is equal to %d\n", a, b, xor_result);
    return 0;
}
```

1.6.3 Output

A terminal window showing the execution of a C program. The prompt is 'Code git:(master) X ./xor'. The program prompts 'Enter 2 numbers:' and the user enters '3 5'. The program outputs 'The XOR of 3 and 5 is equal to 6'. The prompt returns to 'Code git:(master) X' with a cursor.

```
→ Code git:(master) X ./xor
Enter 2 numbers:
3 5
The XOR of 3 and 5 is equal to 6
→ Code git:(master) X
```

Figure 6: Output - 6

1.7 Left and Right Shift

1.7.1 Statement

Write a program in C to show that Right shift effectively divides a number by 2 and a left shift effectively multiplies a number by 2

1.7.2 Code

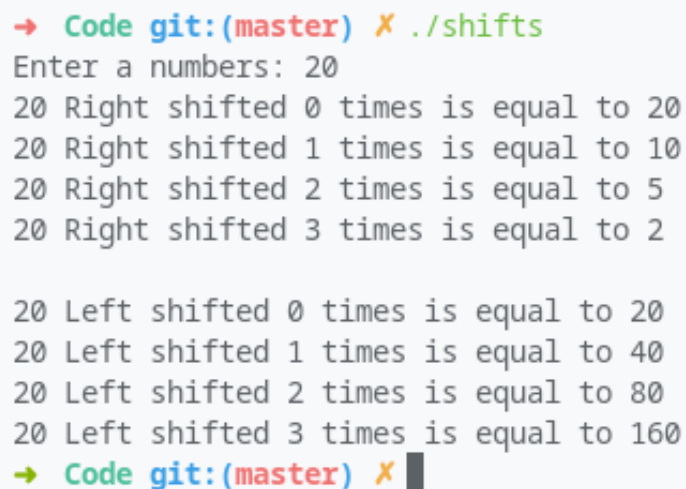
```
#include <stdio.h>

int main(int argc, char const *argv[])
{
    int a;
    printf("Enter a numbers: ");
    scanf("%d", &a);

    for (int i = 0; i < 4; i++)
        printf("%d Right shifted %d times is equal to %d\n", a, i, a >> i);
    printf("\n");
    for (int i = 0; i < 4; i++)
        printf("%d Left shifted %d times is equal to %d\n", a, i, a << i);

    return 0;
}
```

1.7.3 Output



```
→ Code git:(master) X ./shifts
Enter a numbers: 20
20 Right shifted 0 times is equal to 20
20 Right shifted 1 times is equal to 10
20 Right shifted 2 times is equal to 5
20 Right shifted 3 times is equal to 2

20 Left shifted 0 times is equal to 20
20 Left shifted 1 times is equal to 40
20 Left shifted 2 times is equal to 80
20 Left shifted 3 times is equal to 160
→ Code git:(master) X █
```

Figure 7: Output - 7

1.8 Magic Number

1.8.1 Statement

Using the ? Operator, rewrite the magic number program discussed in the class

1.8.2 Code

```
#include <stdio.h>

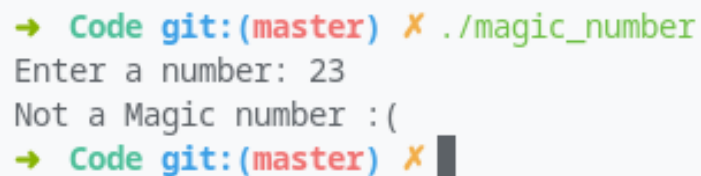
bool is_magic(int num)
{
    int sum_of_digits = 0, reversed = 0, original = num;
    while (num)
    {
        sum_of_digits += num % 10;
        reversed = reversed * 10 + (num % 10);
        num /= 10;
    }
    return sum_of_digits * reversed == original;
}

int main(int argc, char const *argv[])
{
    int number;
    printf("Enter a number: ");
    scanf("%d", &number);

    is_magic(number)
        ? printf("It is a Magic Number!\n")
        : printf("Not a Magic number :(\n");

    return 0;
}
```

1.8.3 Output



```
→ Code git:(master) X ./magic_number
Enter a number: 23
Not a Magic number :(
→ Code git:(master) X █
```

Figure 8: Output - 8

1.9 Quotient

1.9.1 Statement

Using if else statement write a program in 'C' to read two integers from the user and display the quotient. Your program should be able to detect divide by zero.

1.9.2 Code

```
#include <stdio.h>

int main(int argc, char const *argv[])
{
    float a, b;
    printf("Enter 2 numbers:\n");
    scanf("%f", &a);
    scanf("%f", &b);
    b == 0
        ? printf("Undefined Behavior\n")
        : printf("The quotient is: %.2f\n", a / b);
    return 0;
}
```

1.9.3 Output

```
→ Code git:(master) X ./quotient
Enter 2 numbers:
15 25
The quotient is: 0.60
→ Code git:(master) X ./quotient
Enter 2 numbers:
2 0
Undefined Behavior
→ Code git:(master) X █
```

Figure 9: Output - 9

1.10 Text File

1.10.1 Statement

Write a program in C that inputs lines of text until a blank line is entered. Then it redisplay each line one character at a time

1.10.2 Code

```
#include <stdio.h>

int main(int argc, char const *argv[])
{
    char x, text[100];
    int i = 0;
    while (x = getchar())
    {
        if (x == '\n')
        {
            for (int j = 0; j < i; j++)
                printf("%c\n", text[j]);
            break;
        }
        else
            text[i] = x;
        i++;
    }

    return 0;
}
```

1.10.3 Output



```
→ Code git:(master) X g++ ./print_lines.cpp -o print_lines && ./print_lines
Hello world
H
e
l
l
o

w
o
r
l
d
→ Code git:(master) X
```

Figure 10: Output - 10

1.11 Queue

1.11.1 Statement

Write a program in C using pointers to implement insertion and deletion in a queue. A queue is a data structure that follows a first in first out i.e. the element to go in first is the one to come out first

1.11.2 Code

```
#include <stdio.h>
#define SIZE 5

void enQueue(int);
void deQueue();
void display();

int items[SIZE], front = -1, rear = -1;

void enQueue(int value)
{
    if (rear == SIZE - 1)
        printf("\nQueue is Full!!");
    else
    {
        if (front == -1)
            front = 0;
        rear++;
        items[rear] = value;
        printf("\nInserted -> %d", value);
    }
}

void deQueue()
{
    if (front == -1)
        printf("\nQueue is Empty!!");
    else
    {
        printf("\nDeleted : %d", items[front]);
        front++;
        if (front > rear)
            front = rear = -1;
    }
}

// Function to print the queue
void display()
{
```

```

    if (rear == -1)
        printf("\nQueue is Empty!!!");
    else
    {
        int i;
        printf("\nQueue elements are:\n");
        for (i = front; i <= rear; i++)
            printf("%d ", items[i]);
    }
    printf("\n");
}

int main()
{
    // deQueue is not possible on empty queue
    deQueue();

    // enQueue 5 elements
    enQueue(1);
    enQueue(2);
    enQueue(3);
    enQueue(4);
    enQueue(5);

    // 6th element can't be added to because the queue is full
    enQueue(6);

    display();

    // deQueue removes element entered first i.e. 1
    deQueue();

    display();

    return 0;
}

```

1.11.3 Output

```
→ Code git:(master) X ./q

Queue is Empty!!
Inserted -> 1
Inserted -> 2
Inserted -> 3
Inserted -> 4
Inserted -> 5
Queue is Full!!
Queue elements are:
1 2 3 4 5

Deleted : 1
Queue elements are:
2 3 4 5
→ Code git:(master) X █
```

Figure 11: Output - 11

1.12 Temperature Conversion

1.12.1 Statement

Write a program to print the corresponding celsius to Fahrenheit table. Modify the temperature conversion program to print the table in reverse order, that is from 300 to 0

1.12.2 Code

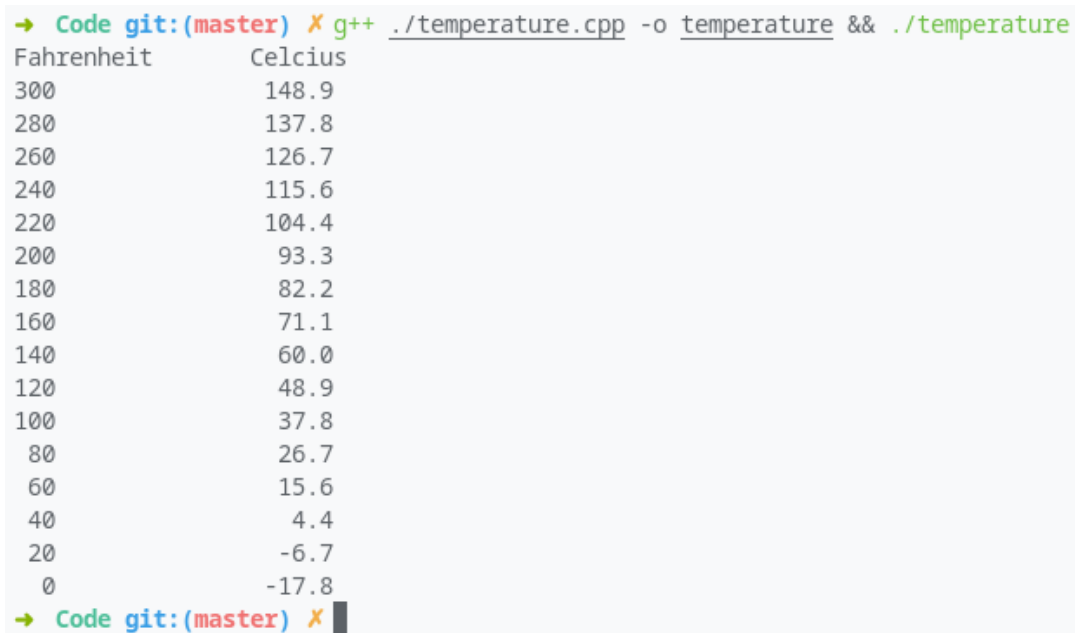
```
#include <stdio.h>

double to_celcius(int fahr)
{
    return (fahr - 32) * (5.0 / 9.0);
}

int main()
{
    int fahr;

    printf("Fahrenheit \t Celcius\n");
    for (fahr = 300; fahr >= 0; fahr = fahr - 20)
        printf("%3d \t\t %6.1f\n", fahr, to_celcius(fahr));
}
```

1.12.3 Output



The image shows a terminal window with the command `g++ ./temperature.cpp -o temperature && ./temperature` executed. The output is a table with two columns: Fahrenheit and Celcius. The Fahrenheit column ranges from 300 down to 0 in increments of 20. The Celcius column shows the corresponding values, ranging from 148.9 down to -17.8.

Fahrenheit	Celcius
300	148.9
280	137.8
260	126.7
240	115.6
220	104.4
200	93.3
180	82.2
160	71.1
140	60.0
120	48.9
100	37.8
80	26.7
60	15.6
40	4.4
20	-6.7
0	-17.8

Figure 12: Output - 12

1.13 Text in File

1.13.1 Statement

Write a program to count blanks, tabs and newlines

1.13.2 Code

```
#include <stdio.h>

int main()
{
    int blank_char = 0, tab_char = 0, new_line = 0, c;
    printf("Number of blanks, tabs, and newlines:\n");
    printf("Input few words/tab/newlines\n");
    while ((c = getchar()) != EOF)
    {
        switch (c)
        {
            case ' ':
                ++blank_char;
                break;
            case '\t':
                ++tab_char;
                break;
            case '\n':
                ++new_line;
                break;
            default:
                break;
        }
    }
    printf("\nblank=%d, tab=%d, newline=%d\n", blank_char, tab_char, new_line);
}
```

1.13.3 Output

```

→ Code git:(master) X ./input_info
Number of blanks, tabs, and newlines:
Input few words/tab/newlines
laks dflkja sdjfoaisjd ofajs dflkja

blank=5, tab=0, newline=2
→ Code git:(master) X █

```

Figure 13: Output - 13

1.14 Frequencies

1.14.1 Statement

Write a program to print the histogram of the frequencies of different characters of its input.

1.14.2 Code

```

#include <stdio.h>
#include <string.h>
void histogram(const int offset, const int range)
{
    FILE *file = fopen("./text.txt", "r+");
    int histogram[range];
    memset(histogram, 0, sizeof(histogram)); // initialize 95 spaces for ASCII characters

    int special = 0;

    int c;
    while ((c = fgetc(file)) != EOF)
    {
        if (c < offset || c >= (offset + range))
            special++;
        else
            ++histogram[c - offset];
    }

    for (int i = 0; i < range; ++i)
    {
        c = i + offset;
        printf("%c ", c);
        for (int j = 0; j < histogram[i]; ++j)
            putchar('x');
        putchar('\n');
    }
}

```

```
printf("- ");
for (int j = 0; j < special; j++)
    putchar('x');
putchar('\n');
}

int main(void)
{
    histogram(' ', 95); // ' ' is 32 in ascii
}
```


1.14.3 Output

Input Text

```
→ Code git:(master) ✗ cat ./text.txt
Lorem ipsum
From Wikipedia, the free encyclopedia
Jump to navigation
Jump to search
"Ipsum" redirects here. For the car, see Toyota Ipsum.
An example of the Lorem ipsum placeholder text on a green and white webpage.
Using Lorem ipsum to focus attention on graphic elements in a webpage design proposal

In publishing and graphic design, Lorem ipsum is a placeholder text commonly used to demonstrate the visual form of a document or a typeface without relying on meaningful content. Lorem ipsum may be used as a placeholder before the final copy is available. It is also used to temporarily replace text in a process called greeking, which allows designers to consider the form of a webpage or publication, without the meaning of the text influencing the design.

Lorem ipsum is typically a corrupted version of De finibus bonorum et malorum, a 1st-century BC text by the Roman statesman and philosopher Cicero, with words altered, added, and removed to make it nonsensical and improper Latin.
→ Code git:(master) ✗
```

Figure 14: Output - 14 - Text

Histogram

→ Code git:(master) X

2 The Python Programming Language

2.1 Linear Search

2.1.1 Code

```
flag = 0
x = []
for i in range(0, 5, 1):
    x.append(int(input("Enter No. ")))

print(*x, sep=' ')

y = int(input("Enter any No. "))

for i in range(0, 5, 1):
    if x[i] == y:
        flag = 1
        break
if flag == 1:
    print("Found")
else:
    print("Not Found")
```

2.1.2 Output



```
→ Code git: (master) X /bin/python3 -u "/home/korigamik/Dev/docs/CS-Assignment/Code/linear_search.py"
Enter No. 3
Enter No. 5
Enter No. 1
Enter No. 3
Enter No. 7
3 5 1 3 7
Enter any No. 4
Not Found
→ Code git: (master) X
```

Figure 16: Output - py - 1

2.2 Binary Search

2.2.1 Code

```
l = []
n = int(input("Enter no. of Elements: "))
for i in range(0, n, 1):
    a = int(input("Enter any no. "))
    l.append(a)
l.sort()
print(*l, sep=' ')

x = int(input("Enter the Value to be Searched: "))
flag = 0
beg = 0
back = n - 1
while beg <= back:
    mid = (beg + back) // 2
    if l[mid] == x:
        flag = 1
        break
    elif x > l[mid]:
        beg = mid + 1
    else:
        back = mid - 1
if flag == 1:
    print("Found at", mid, "index")
else:
    print("Not Found")
```

2.2.2 Output

```
→ Code git:(master) X /bin/python3 -u "/home/korigamik/Dev/docs/CS-Assignment/Code/binary_search.py"
Enter no. of Elements: 5
Enter any no. 4
Enter any no. 8
Enter any no. 6
Enter any no. 2
Enter any no. 1
1 2 4 6 8
Enter the Value to be Searched: 6
Found at 3 index
→ Code git:(master) X █
```

Figure 17: Output - py - 2

2.3 Bubble Sort

2.3.1 Code

```
n = int(input("Enter No. of Digits: "))
x = []
for i in range(0, n, 1):
    x.append(int(input("Enter No. ")))
print(*x, sep=' ')

for i in range(0, n - 1, 1):
    for j in range(0, n - 1, 1):
        if x[j] > x[j + 1]:
            x[j], x[j + 1] = x[j + 1], x[j]
print(*x, sep=' ') # sorted array
```

2.3.2 Output



```
→ Code git:(master) ✗ /bin/python3 -u "/home/korigamik/Dev/docs/CS-Assignment/Code/bubble_sort.py"
Enter No. of Digits: 5
Enter No. 1
Enter No. 5
Enter No. 3
Enter No. 8
Enter No. 2
1 5 3 8 2
1 2 3 5 8
→ Code git:(master) ✗
```

Figure 18: Output - py - 3

2.4 Selection Sort

2.4.1 Code

```
x = []
n = int(input("Enter no. of Elements: "))
for i in range(0, n, 1):
    a = int(input("Enter any No. "))
    x.append(a)

for i in range(0, n - 1, 1):
    pos = i
    em = x[i]
    for j in range(i + 1, n, 1):
        if x[j] < em:
            em = x[j]
            pos = j
    t = x[i]
    x[i] = x[pos]
    x[pos] = t

print(*x, sep=' ')
```

2.4.2 Output



```
→ Code git:(master) X /bin/python3 -u "/home/korigamik/Dev/docs/CS-Assignme
Enter no. of Elements: 5
Enter any No. 4
Enter any No. 8
Enter any No. 12
Enter any No. 34
Enter any No. 7
4 7 8 12 34
→ Code git:(master) X █
```

Figure 19: Output - py - 4

2.5 Insertion Sort

2.5.1 Code

```
def insertionSort(arr):  
    for i in range(1, len(arr)):  
        key = arr[i]  
        j = i - 1  
        while j >= 0 and key < arr[j]:  
            arr[j + 1] = arr[j]  
            j -= 1  
        arr[j + 1] = key
```

```
arr = [12, 11, 13, 5, 6]  
insertionSort(arr)
```

```
print("Sorted array is:")  
print(*arr, sep=' ')
```

2.5.2 Output



```
→ Code git:(master) X /bin/python3 -u  
Sorted array is:  
5 6 11 12 13  
→ Code git:(master) X █
```

Figure 20: Output - py - 5

2.6 Copy File

2.6.1 Statement

Write a Python program to copy from an existing file named “text.txt” to another file “text_copy.txt”.

2.6.2 Code

```
#!/usr/bin/python

with open('text.txt', 'r+') as in_file:
    with open('text_copy.txt', 'w+') as out_file:
        for line in in_file:
            out_file.write(line)
```

2.6.3 Output

```
→ Code git:(master) ✗ ./file_copy.py
→ Code git:(master) ✗ cat ./text_copy.txt
Lorem ipsum
From Wikipedia, the free encyclopedia
Jump to navigation
Jump to search
"Ipsum" redirects here. For the car, see Toyota Ipsum.
An example of the Lorem ipsum placeholder text on a green and white webpage.
Using Lorem ipsum to focus attention on graphic elements in a webpage design proposal

In publishing and graphic design, Lorem ipsum is a placeholder text commonly used to demonstrate the look of a document or a typeface without relying on meaningful content. Lorem ipsum may be used as a placeholder for
```

Figure 21: Output - py - 6

List of Figures

1	Output - 1	3
2	Output - 2	5
3	Output - 3	6
4	Output - 4	9
5	Output - 5	11
6	Output - 6	12
7	Output - 7	13
8	Output - 8	14
9	Output - 9	15
10	Output - 10	16
11	Output - 11	19
12	Output - 12	20
13	Output - 13	22
14	Output - 14 - Text	24
15	Output - 14 - Histogram	25
16	Output - py - 1	26
17	Output - py - 2	27
18	Output - py - 3	28
19	Output - py - 4	29
20	Output - py - 5	30
21	Output - py - 6	31