

# C,C++ PROGRAMING LAB FILE

NAME: NELLURI BABY LAHARI

ENROLLMENT NO: A86605224062

**BRANCH: B-TECH** 

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# **PROGRAMME 1: Print Hello World Programme**

## **SOURCE CODE:**

```
#include <stdio.h>
int main() {
 printf("Hello, World!");
return 0;
}
```

## **INPUT:**

```
1 #include <stdio.h>
2 int main() {
3
4    printf("Hello, World!");
5    return 0;
6 }
7
```

```
Output

Hello, World!

=== Code Execution Successful ===
```

#### **OUTPUT:**

PROGRAMME 2: Add two numbers taking input as integers a and b.

#### **SOURCE CODE:**

```
#include <stdio.h>
int main() {
  int number1, number2, sum;
  printf("Enter two integers: ");
  scanf("%d %d", &number1, &number2);

sum = number1 + number2;
  printf("%d + %d = %d", number1, number2, sum);
  return 0;
}
```

## **INPUT:**

```
1 #include <stdio.h>
 2 * int main() {
 3
 4
        int number1, number2, sum;
 5
 6
        printf("Enter two integers: ");
        scanf("%d %d", &number1, &number2);
 7
 8
 9
10
        sum = number1 + number2;
11
        printf("%d + %d = %d", number1, number2, sum);
12
13
        return 0;
```

#### **OUTPUT:**

```
Output

Enter two integers: 5
2
5 + 2 = 7

=== Code Execution Successful ===
```

# PROGRAMME 3: Create a program to find area of circle

## **SOURCE CODE:**

```
#include <stdio.h>
int main()
{
    float radius, area;
    float pi = 22.0 / 7.0;
    printf("Enter the radius of the circle: ");
    scanf("%f", &radius);
    area = pi * radius * radius;
    printf("The area of the circle is %f", area);
    return 0;
}
```

#### **INPUT:**

```
1 // Online C compiler to run C program online
 2 #include <stdio.h>
 3
 4 int main()
 6
7
       float radius, area;
8
9
       float pi = 22.0 / 7.0;
10
11
       printf("Enter the radius of the circle: ");
       scanf("%f", &radius);
12
13
       area = pi * radius * radius;
14
       printf("The area of the circle is %f", area);
15
16
17
       return 0;
18 }
```

### **OUTPUT:**

# Output

Enter the radius of the circle: 11
The area of the circle is 380.285706
=== Code Execution Successful ===

# PROGRAMME 4: Find the numbers as odd or even

#### **SOURCE CODE:**

```
#include <stdio.h>
int main() {
  int num;
  printf("Enter an integer: ");
  scanf("%d", &num);
  if(num % 2 == 0)
     printf("%d is even.", num);
  else
     printf("%d is odd.", num);
  return 0;
}
```

## **INPUT:**

```
#include <stdio.h>
 2 int main() {
 3
        int num;
        printf("Enter an integer: ");
 4
 5
        scanf("%d", &num);
 6
 7
        if(num % 2 == 0)
            printf("%d is even.", num);
 8
 9
        else
            printf("%d is odd.", num);
10
11
12
        return 0;
13 }
```

# **OUTPUT:**

# Output

```
Enter an integer: 2
2 is even.

=== Code Execution Successful ===
```