

# C language practical

## Internal-1

1. Swap Two Numbers Without Using a Third Variable
2. GCD of Two Numbers
3. LCM of Two Numbers
4. Prime Number Checker
5. Prime Factors of a Number
6. Armstrong Number Checker
7. Fibonacci Sequence Generator
8. Palindrome Number Checker
9. Sum of Digits of a Number
10. largest number from a 3x3 matrix.
11. both the diagonal sum of a 3x3 matrix.
12. addition of two 3x3 matrix.
13. multiplication of two 3x3 matrix
14. Transpose of a 3x3 matrix.
15. Determinant of a 3x3 matrix.
16.  $1 + 2 + 3 + \dots + n$
17.  $X - (1/2)*X^2 + (1/3)*X^3 - (1/4)*X^4 + \dots - (1/n)*X^n$
18.  $X - 2*X^2 + 3*X^3 - 4*X^4 + \dots - n*X^n$
19.  $(1/1!) + (2/2!) + (3/3!) + \dots + (n/n!)$
20. To search the element present or not, if then it's frequency
21. Reverse the elements in the array.
22. swipe the odd and even elements of an array
23. find out largest and smallest number from an 1d array, then sort the array in ascending and descending order.

24. Area of a rectangle + FLOW CHART
25. swap Two Numbers Without Using a Third Variable + FLOW CHART
26. Find whether an entered number is odd or even + FLOW CHART
27. Find the Factorial + FLOW CHART
28. Find the sum of  $n$  numbers + FLOW CHART

29.

1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5
1	2	3	4	5

32.

1			
1	2		
1	2	3	
1	2	3	4
1	2	3	
1	2		
1			

30.

1				
1	2			
1	2	3		
1	2	3	4	
1	2	3	4	5

33.

A				
A	B			
A	B	C		
A	B	C	D	
A	B	C	D	E

31.

				1
			1	2
		1	2	3
	1	2	3	4
1	2	3	4	5

34. Write a c program to find the AREA and PERIMETER of rectangle using pointer and one function.

35. For the code below what is the output of *fun (9874)*;

```
int fun (int n) {  
    if (n/ 10 == 0) {  
        return (n%10);  
    } else {  
        return fun (n%10 + fun (n/10));  
    }  
}
```

*fun (9874);*