All **arithmetic operations.um = num1 + num2;**

int num1, num2;

int sum, sub, mult, mod;

float div;

sub = num1 - num2;

mult = num1 \* num2;

div = (float)num1 / num2;

mod = num1 % num2;

**Enter length and breadth of a rectangle and find its perimeter.**

float length, width, perimeter;

perimeter = 2 \* (length + width);

Enter length and breadth of a rectangle and find its area.

area = length \* width;

Enter radius of a circle and find its diameter, circumference and area.

diameter = 2 \* radius;

circumference = 2 \* 3.14 \* radius;

area = 3.14 \* (radius \* radius);

Enter length in centimeter and convert it into meter and kilometer.

meter = cm / 100.0;

km = cm / 100000.0;

Enter temperature in Celsius and convert it into Fahrenheit.

fahrenheit = (celsius \* 9 / 5) + 32;

Enter temperature in Fahrenheit and convert to Celsius

celsius = (fahrenheit - 32) \* 5 / 9.

Convert days into years, weeks and days.

years = (days / 365); // Ignoring leap year

weeks = (days % 365) / 7;

days = days - ((years \* 365) + (weeks \* 7));

Find power of any number x ^ y.

power = pow(base, expo);

Enter any number and calculate its square root.

root = sqrt(num);

Enter two angles of a triangle and find the third angle.

c = 180 - (a + b)

Enter base and height of a triangle and find its area.

float base, height, area;

area = (base \* height) / 2;

Calculate area of an equilateral triangle.

float side, area;

area = (sqrt(3) / 4) \* (side \* side);

Enter marks of five subjects and calculate total, average and percentage.

float eng, phy, chem, math, comp;

float total, average, percentage;enter marks of five subjects and calculate total, average and percentage.

total = eng + phy + chem + math + comp;

average = total / 5.0;

percentage = (total / 500.0) \* 100;

Enter P, T, R and calculate Simple Interest.

float principle, time, rate, SI;

SI = (principle \* time \* rate) / 100;

Enter P, T, R and calculate Compound Interest.

float principle, rate, time, CI;

CI = principle\* (pow((1 + rate / 100), time));