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| S. No. | Activities | File Name |
| 1 | 1. Program to print “Hello World”. | 1\_a.c |
| 2 | 1. Program for arithmetic operations like addition, subtraction, multiplication and remainder. 2. Program to calculate area and perimeter of circle, square and rectangle. 3. Program to find the Euclidean distance between two points in a plane. | 2\_a.c  2\_b.c  2\_c.c |
| 3 | 1. Program to check if a number is even or odd. 2. Program to check whether the alphabet is a vowel or consonant. 3. Program to calculate area and perimeter of circle, square and rectangle based on user’s choice. | 3\_a.c  3\_b.c  3\_c.c |
| 4 | 1. Program to calculate factorial of a number using a for loop. 2. Program to print the Fibonacci sequence using for loop. 3. Program to find maximum of n numbers using for loop. | 4\_a.c  4\_b.c  4\_c.c |
| 5 | 1. Program to check if a number is prime or not using a while loop. 2. Program to calculate sum of digits of a number using a while loop. 3. Program to check if a number is Armstrong or not using a while loop. | 5\_a.c  5\_b.c  5\_c.c |
| 6 | 1. Program to find the maximum element and index in the array. 2. Program to sort an array using bubble sort. 3. Program to search an element in an array using linear search. | 6\_a.c  6\_b.c  6\_c.c |
| 7 | 1. Program to read and print elements in two dimensional arrays. 2. Program to perform matrix multiplication. | 7\_a.c  7\_b.c |
| 8 | 1. Program to demonstrate the use of various string operations. 2. Program to check whether a given string is a palindrome. | 8\_a.c  8\_b.c |
| 9 | 1. Program to create Simple Calculator using switch case and function for every operation. 2. Program to print the Fibonacci sequence using recursion. 3. Program to calculate factorial of a number using recursion. | 9\_a.c  9\_b.c  9\_c.c |
| 11 | 1. Program to differentiate pass by value and pass by reference by swapping two numbers using function. | 11\_a.c |
| 12 | 1. Program to demonstrate the use of malloc(), calloc(), realloc() and free() functions. | 12\_a.c |
| 13 | 1. Program to store the information of student marks using structures and find total marks of individual student. 2. Program to store information of a student using union. 3. Program to implement an array of structures for student marks for each student and pass it to function for various operations. | 13\_a.c  13\_b.c  13\_c.c |
| 14 | 1. Program to read and write in a file. 2. Program for reading and writing the student marks data to files. | 14\_a.c  14\_b.c |