**Simple C programs**

**1) Accept the radius from user and compute the area and circumference of a circle.**

#include<stdio.h>

int main()

{

int a,b,area,c;

printf("enter radius in cm =");

scanf("%d",&a);

area=3.14\*a\*a;

c=2\*3.14\*a;

printf("area of circle is =%d\n ",area);

printf("circumference of the circle is= %d ",c);

}

**Output**

enter radius in cm =10

area of circle is =314

circumference of the circle is= 62

PS D:\simple c pograms>

**2) Accept a character from user and display ASCII value of it.**

#include<stdio.h>

int main()

{

char a,b;

printf("enter any character you want=");

scanf("%c",&a);

printf("ASCII value of your entered char is %d ",a);

}

**Output**

PS D:\simple c pograms> gcc c2.c

PS D:\simple c pograms> .\a.exe

enter any character you want=a

ASCII value of your entered char is 97

**3) Accept marks of 5 subjects (out of 100) of a student and display total marks and compute the percentage also.**

#include<stdio.h>

int main()

{

int a,b,c,d,e,t;

float per;

printf("enter the marks of the math chem science history and english out of 100 marks");

scanf("%d%d%d%d%d",&a,&b,&c,&d,&e);

t=a+b+c+d+e;

per=t/5.0;

printf("total marks of student and percentage are %d %f",t,per);

}

**Output**

PS D:\simple c pograms> .\a.exe

PS D:\simple c pograms> gcc c3.c

PS D:\simple c pograms> .\a.exe

enter the marks of the math chem science history and english out of 100 marks44 55 74 89 21

total marks of student and percentage are 283 56.599998

**4)** . **Accept the basic salary of an employee and compute the net salary after adding earnings and subtracting**

deductions.

PF is 2 % of basic

Tax is 3 % of basic

HRA is 5 % basic

DA is 8 % of basic

#include<stdio.h>

int main()

{

int a,b,q,e,s,c,m;

printf("enter the employee salary");

scanf("%d",&a);

m=a+0.05\*a+0.08\*a-0.02\*a-0.03\*a;

printf("final salary will be %d",m);

}

**Output**

PS D:\simple c pograms> gcc c4.c

PS D:\simple c pograms> .\a.exe

enter the employee salary50000

PF 2 per

tax 3 per

da 8 per

hra 5 per

final salary will be 54000

**5)Accept two numbers and swap two numbers using**

i) **Third variable**

#include<stdio.h>

int main()

{

int a,b,temp;

printf("enter two numbers you want to swap=");

scanf("%d %d",&a,&b);

temp=a;

a=b;

b=temp;

printf("%d %d",a,b);

}

**Output**

PS D:\simple c pograms> gcc c5.c

PS D:\simple c pograms> .\a.exe

enter two numbers you want to sweep=5 4

swap no are 4 5

**5)**

**ii)** **By performing arithmetic operations**.

#include<stdio.h>

int main()

{

int a,b;

printf("enter the 2 numbers you want to swap=");

scanf("swap %d %d",&a,&b);

a=a+b;

b=a-b;

a=a-b;

printf("swap no are %d %d",a,b);

}

**Output**

PS D:\simple c pograms> gcc swap.c

PS D:\simple c pograms> .\a.exe

enter the 2 numbers you want to sweep=4 5

swap no are 5 4

**6)** **Accept dimensions of a cylinder and print the surface area and volume (Hint: surface area = 2πr 2 + 2πrh, volume = π r 2 h). Define a constant variable pi=3.14.**

#include<stdio.h>

int main()

{

int a,volume,area,b;

printf("enter the radius and height  of the cylinder");

scanf("%d %d",&a,&b);

volume=3.14\*a\*2\*b;

area=3.14\*a\*a\*b;

printf("volume of cylinder is %d and surface area is %d",volume,area);

}

**Output**

PS D:\simple c pograms> gcc c6.c

PS D:\simple c pograms> .\a.exe

enter the radius and height of the cylinder5

4

volume of cylinder is 125 and surface area is 314

**7) Accept temperatures in Fahrenheit (F) and print it in Celsius(C) and Kelvin (K) (Hint: C=5/9(F-32), K = C + 273.15)**

#include<stdio.h>

int main()

{

int a,b,c;

printf("enter the temperature in Fahrenheit(F)");

scanf("%d",&a);

printf("your entered temperature is %dF\n",a);

b=((a-32)\*5)/9;

c=b+273.15;

printf("your entered temperate in Celsius is %d\n",b);

printf("your entered temperate in kelvin is %d\n",c);

}

**Output**

PS D:\simple c programs> gcc c7.c

PS D:\simple c programs> .\a.exe

enter the temperature in Fahrenheit(F)85

your entered temperature is 85F

your entered temperate in Celsius is 29

your entered temperate in kelvin is 302