Q_NO:1

```c
#include<stdio.h>

int main(){
    int Employee_id;
    float Worked_hours;
    float amount_per_hour;
    printf("Type your employee id: ");
    scanf("%d",&Employee_id);
    printf("Type your worked hours: ");
    scanf("%f",&Worked_hours);
    printf("Type your amount/hour: ");
    scanf("%f",&amount_per_hour);
    printf("Dear Employee! your Id is:%d\n",Employee_id);
    printf("Your Salary is:%.2f Rs.",Worked_hours*amount_per_hour);

    return 0;
}
```

Q_NO:3

```c
#include<stdio.h>
int main(){
    float height;
    printf("Enter your height in cm: ");
    scanf("%f",&height);
    if (height<150){printf("Dwarf");}
    else if(height == 150){printf("Average");}
    else if(height>=165){printf("Tall");}
    return 0;
}
```

```
Enter your height in cm: 90
Dwarf
PS C:\Users\Lenovo\Desktop\C world> gcc c.c
PS C:\Users\Lenovo\Desktop\C world> ./a.exe
Enter your height in cm: 190
Tall
PS C:\Users\Lenovo\Desktop\C world> gcc c.c
PS C:\Users\Lenovo\Desktop\C world> ./a.exe
Enter your height in cm: 150
Average
```

Q_NO:4

```c
#include<stdio.h>
void decTobi(int val);
int main(){
    int decimal;
    printf("Enter any decimal no. :");
    scanf("%d",&decimal);
    printf("Binary Equivalent is: ");
    decTobi(decimal);
    return 0;
}
void decTobi(int val){
    if(val>0){
        decTobi(val/2);
        printf("%d",val%2);
    }
}
```

```
PS C:\Users\Lenovo\Desktop\C world> gcc c.c
PS C:\Users\Lenovo\Desktop\C world> ./a.exe
Enter any decimal no. :15
Binary Equivalent is: 1111
```

Q_NO:5

```c
#include<stdio.h>
void Fibonacci(int num);
int main(){
    int val;
    printf("Enter a value: ");
    scanf("%d",&val);
    if(val == 0)
    {printf("Fibonacci Series doesn't exist!");}
    else{Fibonacci(val);}
    return 0;
}
void Fibonacci(int num){
    int sum = 0;
    int a1 = 0;
    int a2 = 1;
    while(sum<num){
        printf("%d ",a1);
        int c = a1 + a2;
        a1 = a2;
        a2 = c;
        sum+=1;
    }
}
```

```
Enter a value: 5
0 1 1 2 3
```

Q_NO:2

```c
#include<stdio.h>
int main(){
    float width;
    float height;
    printf("Enter the width of rectangle: ");
    scanf("%f",&width);
    printf("Enter the height of rectangle: ");
    scanf("%f",&height);
    printf("Area of rectangle is: %.2f units.\n",(height*width));
    printf("Perimeter of rectangle is: %.2f units.\n",2*(height
    +width));
    return 0;
}
```

```
Enter the width of rectangle: 58
Enter the height of rectangle: 29
Area of rectangle is: 1682.00 units.
Perimeter of rectangle is: 174.00 units.
```