# 1.Addition of two numbers

#include <stdio.h>

int main()

{

int a,b,c;

printf("enter 2 numbers");

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

c=a+b;

printf("Addition =%d",c);

return 0;

}

# 2.Subtraction of three numbers

#include <stdio.h>

int main()

{ int a,b,c,d;

printf("enter numbers"); scanf("%d %d %d",&a,&b,&c); c=a-b-c; printf("subtraction=%d",c); return 0;

}

**3.Multiplication of Four Numbers**

#include <stdio.h> int main()

{ int a,b,c,d,e; printf("enter 4 numbers"); scanf("%d %d %d %d",&a,&b,&c,&d); e=a\*b\*c\*d; printf("Multiplication=%d",e); return 0;

}

**4.Addition of 5 Numbers**

#include <stdio.h> int main()

{ int a,b,c,d,e,f; printf("enter 5 numbers"); scanf("%d %d %d %d %d",&a,&b,&c,&d,&e); f=a+b+c+d+e; printf("addition=%d",f); return 0;

}

**5.Division of 2 Numbers**

#include <stdio.h> int main()

{ int a,b,c; printf("enter 2 numbers"); scanf("%d %d",&a,&b); c=a/b; printf("Division=%d",c); return 0;

}

**6.Area of Circle**

#include <stdio.h> int main()

{ float A,r; printf("enter radius"); scanf("%f",&r); A=3.14\*r\*r; printf("Area=%f",A); return 0;

}

**7. Area of Rectangle**

#include <stdio.h> int main()

{

float length,breadth,Area; float area; printf("enter length of rectangle"); scanf("%f",&length); printf("enter breadth of rectangle"); scanf("%f",&breadth); Area=length\*breadth; printf("Area of Rectangle=%f",Area); return 0;

}

**8.Area of Circle**

#include <stdio.h> int main()

{ float A,r; printf("enter radius"); scanf("%f",&r); A=3.14\*r\*r; printf("Area=%f",A); return 0;

}

# 9.Kinetic Energy

#include <stdio.h> int main()

{

float mass,velocity,ke; printf("Enter the mass of the object: "); scanf("%f", &mass); printf("Enter the velocity of the object: "); scanf("%f", &velocity); ke=0.5\*mass\*velocity\*velocity; printf("\n kinetic energy is %f",ke); return 0;

}

**10.Potential Energy** #include <stdio.h> int main()

{

float m,g=9.8,h,pe; printf("Enter the mass : "); scanf("%f", &m); printf("Enter the height:"); scanf("%f", &h); pe=m\*g\*h;

printf("\n potential energy is %f",pe); return 0;

}

**11. Calculate arithmetic mean and Harmonic Mean**

#include <stdio.h>

int main()

{

float a,b,am,hm;

printf("Enter Value of a&b");

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

am=(a+b)/2;

hm=(a-b)/2;

printf("Arithmetic Mean=%f\n Harmonic Mean=%f",am,hm);

return 0;

}

**12.Surface Area**

#include <stdio.h>

int main()

{ int r,h,a,v;

printf("\n enter the value of r and h");

scanf("%d %d",&r,&h);

a=2\*3.14\*r\*r;

v=3.14\*r\*r\*h;

printf("area=%d \n v=%d",a,v);

return 0;

**13.Velocity and Distance**

#include

int main()

{ int u,a,t,v,s;

printf("\n enter the value of u");

scanf("%d" ,&u);

printf("\n enter the value of a");

scanf("%d" ,&a);

printf("\n enter the value of t");

scanf("%d" ,&t);

v=u+(a\*t);

s=u+(a\*t\*t);

printf("velocity=%d \n distance=%d",v,s);

return 0;

}

**14.Find Area and Perimeter of Ring**

#include<stdio.h>

int main()

{ int a,b,peri,area;

printf("\n enter the value of a");

scanf("%d" ,&a);

printf("\n enter the value of b");

scanf("%d" ,&b);

peri=2\*3.14\*(a+b);

area=2\*3.14\*(a-b)\*(a+b);

printf("perimeter=%d \n area=%d",peri,area);

return 0;

}

**15.Accept 5 Subject from User and Calculate total and Percentage**

#include<stdio.h>

int main()

{ int m1,m2,m3,m4,m5,total;

float per;

printf("\n enter 5 subject marks");

scanf("%d %d %d %d %d" ,&m1,&m2,&m3,&m4,&m5);

total=m1+m2+m3+m4+m5;

per=(total/5);

printf("total=%d \n per=%f",total,per);

return 0;

}