



C



array.c

```
1
2 //1. SEARCH AN ELEMENT
3 #include<stdio.h>
4 int main()
5 {
6     int i,n;
7     int ary[10]={1,2,3,4,5,6,7,8,9,0};
8     printf("Enter the number to.
9     find :");
10    scanf("%d",&n);
11    for(i=0;i<=9;i++)
12    {
13        if(ary[i]==n)
14        {
15            printf("\nNumber identified in
16            array %d",i+1);
17        }
18    }
19 }
```



C

array.c



CODE

OUTPUT

```
1  
2 //1. SEARCH AN ELEMENT  
3 #include<stdio.h>  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16  
17  
18
```

INPUT

If your program needs any run time inputs, please add it here. Use new lines for more than one input.

4



Show Always



Save Input

CANCEL

RUN

TAB

{

}

(

)

"

&

RUN



C

array.c

CODE

OUTPUT

```
Enter the number to.  
find :
```

```
Number identified in      array 4
```



C



palindrome.c

```
1 //4. PALINDROME
2 #include<stdio.h>
3 int main()
4 {
5     int n,r,sum=0,temp;
6     printf("Enter the number:");
7     scanf("%d",&n);
8     temp=n;
9     while(n>0)
10    {
11        r=n%10;
12        sum=sum*10+r;
13        n=n/10;
14    }
15
16    n=temp;
17    if(n==sum)
18        printf("Number is Palindrome");
19    else
20        printf("Number is not
21 Palindrome");
22 }
23
```



C

palindrome.c

CODE

OUTPUT

```
Enter the number: Number is  
Palindrome
```



C



duplicate.c

```
1 //2. DELETE DUPLICATE NUMBER
2 #include<stdio.h>
3 int main()
4 {
5     int i,j,n,size,k;
6     size=13;
7     int
8     ary[13]={1,2,3,3,4,5,6,7,7,2,8,9,0};
9     for(i=0;i<=size;i++)
10     {
11         for(j=i+1;j<=size;j++)
12         {
13             if(ary[i]==ary[j])
14             {
15                 for(k=j;k<size;k++)
16                 {
17                     ary[k]=ary[k+1];
18                 }
19                 size--;
20                 j--;
21             }
22         }
23     }
24     for(i=0;i<=size;i++)
25     {
26         printf("%d\t",ary[i]);
27     }
28 }
29
30
31
```



C

duplicate.c

CODE

OUTPUT

1 2 3 4 5 6 7 8 9 0



C



cpystring.c

```
1 //5. COPY STRING
2 #include<stdio.h>
3 int main()
4 {
5     char a[20],b[20];
6     int i;
7     printf("Enter the string:");
8     scanf("%s",a);
9
10    for(i=0;a[i]!='\0';i++)
11        b[i]=a[i];
12
13    b[i]='\0';
14    printf("\nAfter copy =%s",b);
15 }
```




C

cpysting.c



CODE

OUTPUT

```
1 //5. COPY STRING
2 #include<stdio.h>
3 int main()
4
```

INPUT

If your program needs any run time inputs, please add it here. Use new lines for more than one input.

jiet



Show Always



Save Input

CANCEL

RUN

TAB

{

}

(

)

"

&

RUN



C

cpystring.c

CODE

OUTPUT

```
Enter the string:  
After copy =jiet
```



C



binary.c

```
1 //3. DECIMAL TO BINARY
2 #include<stdio.h>
3 int main()
4 {
5     int num,i=0,arr[100],j;
6     printf("Enter the decimal.
7     number:");
8     scanf("%d",&num);
9     while(num>0)
10    {
11        arr[i]=num%2;
12        num=num/2;
13        i++;
14    }
15    printf("Binary number is:");
16    for(j=i-1;j>=0;j--)
17        printf("%d",arr[j]);
18 }
19
20
```



C

binary.c



CODE

OUTPUT

```
1 //3. DECIMAL TO BINARY
2 #include<stdio.h>
3 int main()
4
5
6
```

INPUT

If your program needs any run time inputs, please add it here. Use new lines for more than one input.

12



Show Always



Save Input

CANCEL

RUN

TAB

{

}

(

)

"

&

RUN



C

binary.c

CODE

OUTPUT

```
Enter the decimal.  
number:Binary number is:1100
```