

Basic programs

```
1. Write a program to print on screen.
```

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^
* *
* * *
```

- 2. Write a Program to print "Hello World" in double quotes.
- 3. Write a Program to print the sum of the numbers 3,4 and 5.
- 4. Write a Program to print the ASMDM of the Numbers 12 & 7.
- 5. Write a Program for Relational Operators.
- 6. Print the Output of This Operation

```
(!(!(45 == 67) \&\& (45 < 89) \&\& !(78 >= 45)))
```

- 7. Write a Program to do increment and Decrement Op on value 56.
- 8. Write a Program to perform all Assignment Op on value 15.
- 9. What is output of the following program:

```
I. void main()
{
    int a = 4, b = 6, c = 7, d;
    d = a + b * c;
    printf("%d", d);
}
II. void main()
    {
    int a = 4, b = 6, c = 7, d;
```

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```
d = (a - b) / c;
printf("%d", d);
}
III. void main()
{
    int a=4,b=5,c;
    c = a < b + 10;
    printf("%d",c);
}
IV. void main()
{
    int a;
    a = 4 > 5 && 5 > 3;
    printf("%d",a);
}
```

- 10. Write a Program to Store Integer value in Variable and Print.
- 11. Write a Program to Store Character value in a variable and print.
- 12. Write a Program to store float value in variable and print.
- 13. Write a Program to take input from user and do ASMDM.
- 14. Take Length and width from user and find area and perimeter of rectangle.
- 15. Write a Program to take ASCII value from user and print it's Alphabet.
- 16. Write a Program to take Character value from user and print it's ASCII value.
- 17. Write a Program to assign a value of 100.25 to a double type variable and convert it into Integer type.
- 18. Write a Program to add 3 to the ASCII value of the character (user enter) and print the equivalent alphabet.
- 19. Take two integer inputs from the user. First calculate the sum of two then product of two. Finally print the sum and product of both obtained results.
- 20. Write a Program to Swap Two Number with using Third variable.
- 21. Write a Program to Swap four Numbers With using Other variables.
- 22. Write a Program to Swap Two Number without using Third variable.
- 23. Write a Program to take the radius from the user and calculate its perimeter and area of the circle.
- 24. Write a Program to convert Fahrenheit to Celsius C = ((F-32)*5)/9
- 25. If the marks of Robert in three subjects are 78,45 and 62 respectively (each out of 100), write a program to calculate his total marks and percentage marks.
- 26. Write a Program to convert days to years, weeks and days.

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