```
/*Write a program to swap two numbers using temporary variables*/
 6 #include <stdio.h>
    int main()
       int a,b,swap;
       printf("Enter the value of a:\n");
       scanf("%d|",&a);
11
       printf("Enter the value of b:\n");
12
13
       scanf("%d",&b);
14
       printf("After swaping values");
15
       swap=a;
       a=b;
16
17
       b=swap;
       printf("a=%d b=%d",a,b);
18
19
20
       return 0;
21 }
22
23
```

✓ ✓ ♦ ¾

Enter the value of a:

Press ENTER to exit console.

```
17
Enter the value of b:
30
After swaping valuesa=30 b=17
...Program finished with exit code 0
```

input

```
2 /*Write a program to swap two numbers without using temporary variables*/
  4 #include <stdio.h>
     int main()
         int a=5,b=95,swap;
        printf("After swaping values : ");
         swap=a;
 10
         a=b;
 11
         b=swap;
        printf("a=%d b=%d",a,b);
 12
 13
         return 0;
 14
 15 }
 16
 17
input
```

...Program finished with exit code 0 Press ENTER to exit console.

After swaping values : a=95 b=5

```
2 /*Write a program to check whether the given number is even or odd */
    #include <stdio.h>
     int main()
        int n;
        printf("enter any number : ");
        scanf("%d",&n);
        if(n%2==0)
           printf("%d is even",n);
 11
        else
         printf("%d is odd",n);
 14
 15
        return 0;
 16 }
 17
 18
V 🖍 🌣 🔏
                                                                              input
```

enter any number : 13
13 is odd
...Program finished with exit code 0
Press ENTER to exit console.

```
1 /*Enter integer variables a,b,c,d .Evaluate the folowing expressions:
 2 1.a+b-c+d
 3 2.a*b/c+d
 4 3.1+a*b%
 5 4.a+d%b-c*/
7 #include<stdio.h>
 8 int main()
       int a,b,c,d,v1,v2,v3,v4;
10
       printf("Enter four numbers:\n");
11
       scanf("%d%d%d%d",&a,&b,&c,&d);
12
13
       v1=a+b-c+d;
       v2=a*b/c+d;
14
       v3=1+a*b%c;
15
       v4=a+d%b-c;
16
       printf("v1=%d\nv2=%d\nv3=%d\nv4=%d\n",v1,v2,v3,v4);
17
18
       return 0;
19
20 }
21
```

Y 🖍 🌣 🔏

71=40 72=46 73=21

```
74=-20
...Program finished with exit code 0
Press ENTER to exit console.
```

input