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**Branch: MATHEMATICS AND COMPUTING** 

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1. WAP to perform the addition of two integers and display the result. Input must be given by user.
#include<stdio.h>
int main() {
 int num1, num2, sum;
 // Ask user for input
  printf("Enter 1st number: ");
  scanf("%d", &num1);
  printf("Enter 2nd number: ");
  scanf("%d", &num2);
 // Perform addition
 sum = num1 + num2;
 // Display result
  printf("Sum is %d\n", sum);
 getch();
  return 0;
Output:
Enter 1st number: 25
Enter 2nd number: 75
Sum is 100
```

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/*
2. WAP to find Fahrenheit for a given centigrade temperature.
*/
int main() {
    float centigrade, fahrenheit;

    // Ask user for input
    printf("Enter the temperature in Centigrade: ");
    scanf("%f", &centigrade);

    // Convert Centigrade to Fahrenheit
    fahrenheit = (centigrade * 9 / 5) + 32;

    // Display result
    printf("The Fahrenheit temperature is: %.2f\n", fahrenheit);
    getch();
    return 0;
}

Output:
Enter the temperature in Centigrade: 25
The Fahrenheit temperature is: 77.00
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3. WAP to calculate area of a circle while taking radius as user input.
#include<stdio.h>
#define PI 3.14159
int main() {
  float radius, area;
  // Ask user for input
  printf("Enter the radius of the circle: ");
  scanf("%f", &radius);
  // Calculate area
  area = PI * radius * radius;
  // Display result
  printf("The area is: %.2f\n", area);
  getch();
  return 0;
Output:
Enter the radius of the circle: 7
The area is: 153.94
```

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4. WAP to calculate area of a triangle who's base and height are user input.
#include<stdio.h>
int main() {
  float base, height, area;
  // Ask user for input
  printf("Enter the height of the triangle: ");
  scanf("%f", &height);
  printf("Enter the base of the triangle: ");
  scanf("%f", &base);
  // Calculate area
  area = 0.5 * base * height;
  // Display result
  printf("The area of the triangle is: %.2f\n", area);
  getch();
  return 0;
Output:
Enter the height of the triangle: 7
Enter the base of the triangle: 8
The area of the triangle is: 28.00
```

```
5. Write a C program to perform swapping of two integers using a third variable.
#include<stdio.h>
int main() {
  int num1, num2, temp;
 // Ask user for input
  printf("Enter num1: ");
  scanf("%d", &num1);
  printf("Enter num2: ");
  scanf("%d", &num2);
  // Display values before swapping
  printf("Before Swapping num1=%d, num2=%d\n", num1, num2);
  // Swapping using third variable
  temp = num1;
  num1 = num2;
  num2 = temp;
 // Display values after swapping
  printf("After Swapping num1=%d, num2=%d\n", num1, num2);
  getch();
  return 0;
Output:
Enter num1: 95
Enter num2: 55
Before Swapping num1=95, num2=55
After Swapping num1=55, num2=95
```

```
6. WAP to find the average mark of 5 subjects of a student and find the percentage. Assume full
mark of each subject is 200. All the input must be given by user.
*/
#include<stdio.h>
int main() {
  float sub1, sub2, sub3, sub4, sub5, average, percentage;
  // Ask user for input
  printf("Enter the number of 1st subject: ");
  scanf("%f", &sub1);
  printf("Enter the number of 2nd subject: ");
  scanf("%f", &sub2);
  printf("Enter the number of 3rd subject: ");
  scanf("%f", &sub3);
  printf("Enter the number of 4th subject: ");
  scanf("%f", &sub4);
  printf("Enter the number of 5th subject: ");
  scanf("%f", &sub5);
  // Calculate average
  average = (sub1 + sub2 + sub3 + sub4 + sub5) / 5;
  // Calculate percentage
  percentage = (average / 200) * 100;
  // Display results
  printf("The average is: %.2f\n", average);
  printf("The percentage is: %.2f%%\n", percentage);
  getch();
  return 0;
Output:
Enter the number of 1st subject: 95
Enter the number of 2nd subject: 99
Enter the number of 3rd subject: 150
Enter the number of 4th subject: 176
Enter the number of 5th subject: 195
The average is: 143.00
The percentage is: 71.50%
```