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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 |

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| /\*  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 |

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| /\*  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% |