Assignment No.2

1. Write a program to print unit digit of a given number

// WAP to print unit digit of a given number

```
#include<stdio.h>
int main()
{
  Int n;
 printf("Enter a number :");
  scanf("%d",&n);

   n = n%10;

  printf("Unit digit of given number is %d",n);

 return 0;
}
```

2. Write a program to print a given number without its last digit
   // WAP to print a given number without its last digit

```
#include<stdio.h>
int main ()
{
   int i;
   printf("Enter a Number :");
   scanf("%d",&i);

   i = i/10;

   printf("The Number without the last digit is %d",i);

   return 0;

}
```

Assignment No.2

3. Write a program to swap values of two int variables
   // WAP to swap values of two int variables

```
#include<stdio.h>
int main()
{
 int a,b,c;
 printf("Enter the value of A :");
 scanf("%d",&a);

  printf("Enter the value of B :");
  scanf("%d",&b);

 c=a;
  a=b;
  b=c;

  printf("After swapping values of A and B are %d %d",a,b);

  return 0;

}
```

4. Write a program to swap values of two int variables without using a third variable.
   // WAP to swap values of two int variables without using a third variable.

```
#include<stdio.h>
int main()
{
   int a,b;

 printf("Enter value of A :");
  scanf("%d",&a);

  printf("Enter value of B :");
   scanf("%d",&b);

    a = a+b;
    b = a-b;
    a = a-b;

    printf("After swapping values of A And B are %d and %d",a,b);

    return 0;
}
```

Assignment No.2

5. Write a program to input a three-digit number and display the sum of the digits

// WAP to input a three-digit number and display the sum of the digits

```
#include<stdio.h>
int main()
{
   int n,rem=0,sum=0;
   printf("Enter A three digit number :");
   scanf("%d",&n);

        rem = n%10;
        n = n/10;
         sum = sum + rem;

        rem = n%10;
         n = n/10;
        sum = sum + rem;

         rem = n%10;
         n = n/10;
        sum = sum + rem;

 printf("The sum of Digits is %d ",sum);

 return 0;
}
```

Assignment No.2

6. Write a program which takes a character as an input and displays its ASCII code.
   // Write a program which takes a character as an input and displays its ASCII code.

```
#include<stdio.h>
int main()
{
char a;

printf("Enter a Charachter :");
scanf("%c",&a);

printf("The ASCII Code of given charachter is %d",a);

return 0;
}
```

7. Write a program to find the position of first 1 in LSB
   //WAP to find the position of first 1 in LSB

```
#include<stdio.h>
int main()
{
int i ;
int count = 0,result = 0;
printf("Enter a Number : ");
 scanf("%d",&i);

while(i != 0)
{
        result = i&1;
        count++;

        if(result == 1)
        {
        printf("%d",count);
        break;

        }

        i = i>>1;
}
return 0;
}
```

Assignment No.2

8. Write a program to check whether the given number is even or odd using a bitwise operator.

// WAP to check whether the given number is even or odd using a bitwise operator

```
#include<stdio.h>
int main()
{
 int i;

printf("Enter a number :");
scanf("%d",&i);

if((i & 1) == 0)
 printf("Even");
 else
            printf("Odd");

 return 0;
}
```

9. Write a program to print size of an int, a float, a char and a double type variable

// WAP to print size of an int, a float, a char and a double type variable

```
#include<stdio.h>
int main()
{
   int inttype;
   float floattype;
   char chartype;
   double doubletype ;

   printf(" Size of int is %d\n ",sizeof(inttype));
   printf(" Size of float is %d\n ",sizeof(floattype));
   printf(" Size of char is %d\n",sizeof(chartype));
   printf(" Size of double is %d\n ",sizeof(doubletype));



   return 0;

}
```

Assignment No.2

10. Write a program to make the last digit of a number stored in a variable as zero.
    (Example - if x=2345 then make it x=2340)

```
// Write a program to make the last digit of a number stored in a variable as zero.

#include<stdio.h>
int main()
{
   int x;
   printf("Enter a Number :");
   scanf("%d",&x);

   x = x/10;
   x = x*10;

   printf("After making last digit 0 the value is %d",x);

   return 0;
}
```

Assignment No.2

11. Write a program to input a number from the user and also input a digit. Append a digit in the number and print the resulting number.
(Example - number=234 and digit=9 then the resulting number is 2349)

```
// Write a program to input a number from the user and also input a digit.
// Append a digit in the number and print the resulting number.
//(Example - number=234 and digit=9 then the resulting number is 2349)

#include<stdio.h>
int main()
{
   int x,n;
   printf("Enter a number :");
   scanf("%d",&x);

   printf("Enter a digit :");
   scanf("%d",&n);

   x = x*10;
   x = x+n;

   printf("Number after Append is %d",x);

   return 0;


}
```

Assignment No.2

12. Assume price of 1 USD is INR 76.23. Write a program to take the amount in INR and convert it into USD.

```
// Assume price of 1 USD is INR 76.23. Write a program to take the amount in INR and
// convert it into USD.

#include<stdio.h>
int main()
{
   int x;
   float n;
   printf("Enter the amount to convert :");
   scanf("%d",&x);

   n = x*76.23;

   printf("The Converted amount is %f $",n);

   return 0;

}
```

Assignment No.2

13. Write a program to take a three-digit number from the user and rotate its digits by one position towards the right.

```
// Write a program to take a three-digit number from the user and rotate its digits by
// one position towards the right.

#include<stdio.h>
int main()
{
   int x,q,r; // x = 342
   printf("Enter a Number :");
   scanf("%d",&x);

   q = x/10; // 342 / 10 = 34
   r = x%10; // 342 % 10 = 2
   r = r*100; // 2 * 100 = 200
   x = r+q;

   printf("Value after rotation is %d ",x);

   return 0;
}
```