| | Assignment 4 |
|------------|--|
| | |
| (1) Ans | Write a C program to paint Hello Students on the Screen. |
| | # include < stdio - h > |
| | int maint) |
| | { printf (" Hello Students"); |
| | getch(); |
| (2) Ans | Write a program to print "Mysir Gi" on the Screen |
| | # include (stdio.h) |
| | |
| | int main() { printf("Mysis G"); qutch(); |
| (3) | Merile a program to print Hello in first line and students in second line. |
| Ane | |
| | int main() |
| | { printf ("Hellown" students"); |
| | getch(); |
| | |
| (4) | Write a program to print Jeacher's Day on Screen |
| Ang | # include (stdio h) |
| | int main() |
| | { printf (" Teacher's Day"); |
| | getch(); |
| (5) | Write a program to print In on the Scruh |

include < stdio. h> int main () [printf("\\n");] (6) Write a program to print 4-d on the screen Ans in clude (stdio h > int main()

[printp (" o/oo/od" "); getch(); Ans doi - Signed inliger value

of g decimal ploting

of Point Value (8) How to Convert a Decimal number into a Binary 1. Take decimal number as divided. 2. Divide this number by 2.

3 store the remainder in an array (it will be either 0 or 1 because of divisor 2) Merite a C programm to print character stored in a # include (Stdio. h) in main ()

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chase a:
        printp ("Enter a character: ");
Scanf (" 1.c", da);
        paintf("ASCIT value of 4.0 = 1.d", c. c);
           getch();
(10) Write a program of three Variable (of int, char, ploat), also
   assign some values to them and point values of all
     theree variables using single printpl.
Ara -
           # include < stdio.h.)
           int maint)
           int entiger;
           char character;
           ploat input ploat;
         entiger = 5
         character = a
          Input float = 1.5
   printf ("entiger value is yodh", "charatter value is you',
Input ploat value is yofh")
```

Scanf (" of od of c 1.6 1. f. & entiger, character, Input flood)