**ASSIGNMENT-2**

**Operators in c**

1. WAP to print unit digit of a given number.

#include<stdio.h>

int main()

{

    int n;

    printf("Enter a no:");

    scanf("%d",&n);

    printf("%d",n%10);

    return 0;

}

1. WAP to print a given number without its last digit.

#include<stdio.h>

int main()

{

    int n;

    printf("Enter a no:");

    scanf("%d",&n);

    printf("%d",n/10);

    return 0;

}

1. WAP to swap values of two int variables

#include<stdio.h>

int main()

{

    int n,m;

    printf("Enter two no:");

    scanf("%d%d",&n,&m);

    n=n+m;

    m=n-m;

    n=n-m;

    printf("a=%d and b=%d",n,m);

    return 0;

}

1. WAP to swap values of two variables without using a third variable

#include<stdio.h>

int main()

{

    int n,m;

    printf("Enter two no:");

    scanf("%d%d",&n,&m);

    n=n+m-(m=n);

    printf("a=%d and b=%d",n,m);

    return 0;

}

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

#include<stdio.h>

int main()

{

    int n,sum=0;

    printf("Enter a three digit no.:");

    scanf("%d",&n);

    if(n>99&&n<1000)

    {

        while(n)

        {

            sum+=n%10;

            n=n/10;

        }

        printf("sum of digits of the no is %d",sum);

    }

    else

    printf("Invalid no");

    return 0;

}

1. WAP which takes a character as an input and displays its ASCII cod.

#include<stdio.h>

int main()

{

    char c;

    printf("Enter a character:");

    scanf("%c",&c);

    printf("%d",c);

    return 0;

}

1. WAP to find the position of first 1 in LSB.

#include<stdio.h>

int main()

{

    int n,count=1;

    printf("Enter a no:");

    scanf("%d",&n);

    while(n)

    {

        if(n&1)

        {

        printf("%d is the position of fist 1 LSB",count);

        break;

        }

        else

        {

            n=n>>1;

            count++;

        }

    }

    if(n==0)

        printf("No 1 LSB of no");

    return 0;

}

1. WAP to check whether the given number is even or odd using bitwise operator.

#include<stdio.h>

int main()

{

    int n,m;

    printf("Enter two no:");

    scanf("%d%d",&n,&m);

    n=n^m;

    m=n^m;

    n=n^m;

    printf("a=%d and b=%d",n,m);

    return 0;

}

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

#include<stdio.h>

int main()

{

    printf("Int=%d,Float=%d,Char=%d and Double=%d",sizeof(int),sizeof(float),sizeof(char),sizeof(double));

    return 0;

}

1. WAP to make the last digit of a number stored in a variable as zero.

#include<stdio.h>

int main()

{

    int a;

    printf("Enter a no:");

    scanf("%d",&a);

    a=a/10;

    a=a\*10;

    printf("x=%d",a);

    return 0;

}

1. WAP to input a number from the user and also input the digit. Append a digit in the number and print the resulting number.

#include"stdio.h"

int main()

{

    int n,d;

    printf("Enter a no & digit which add in last of no:");

    scanf("%d%d",&n,&d);

    if(d>=0&&d<10)

    {

        n=n\*10+d;

        printf("Resulting no is %d",n);

    }

    else

    printf("wrong input");

    return 0;

}

1. Assume price of 1USD is INR 76.23. WAP to take the amount in INR and convert it into USD.

#include<stdio.h>

int main()

{

    float R;

    printf("Enter no value of INR:");

    scanf("%f",&R);

    printf("%.3f INR is equals to %f USD",R,R/76.23);

    return 0;

}

13.WAP 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 a,b;

    printf("Enter a three digit no.:");

    scanf("%d",&a);

    if(a>99&&a<1000)

    {

        b=a/10;

        a=a%10;

        a=a\*100+b;

        printf("%d is resulting no",a);

    }

    else

    printf("Invalid no");

    return 0;

}