Codes

1. Simple Code 1

#include <stdio.h>

int main ()

{

printf ("Hello World");

}

1. Simple Code 2

#include <stdio.h>

int main ()

{

printf ("Disha\n");

printf ("Institutes\n");

}

1. Simple Code 3

#include <stdio.h>

int main ()

{

int a=20;

printf ("The Value of a is %d",a);

}

1. Simple Code 4 Float

#include <stdio.h>

int main ()

{

float a=11.1;

float b=12.2;

float c=a+b;

printf ("The Value of c is %f",c);

}

1. Simple Code 5 Int

#include <stdio.h>

int main ()

{

int a;

scanf("%d",&a);

printf ("%d",a);

}

1. Scanf 1

#include <stdio.h>

int main ()

{

int a;

int b;

scanf("%d %d",&a,&b);

int c=a+b;

printf ("%d",c);

}

1. If Else 1

#include <stdio.h>

int main ()

{

int a;

int b;

scanf("%d %d",&a,&b);

int c=a+b;

printf ("%d",c);

}

1. If Else 2

#include<stdio.h>

int main ()

{

int a;

scanf ("%d",&a);

if (a%2==0)

{

printf ("The Number is Positive");

}

else

{

printf ("The Number is Negative");

}

}

1. Else If 1

#include<stdio.h>

int main ()

{

int a;

scanf ("%d",&a);

if (a>0)

{

printf ("The Number is Positive");

}

else if (a==0)

{

printf ("The Number is Zero");

}

else

{

printf ("The Number is Negative");

}

}

1. Else If 2

#include<stdio.h>

int main ()

{

int a;

scanf ("%d",&a);

if (a>=95)

{

printf ("The Number is First Class");

}

else if (a>=50)

{

printf ("The Number is Second Class");

}

else if (a>=35)

{

printf ("The Number is Third Class");

}

else

{

printf ("The Number is Fail");

}

}

1. Else If 3

#include<stdio.h>

int main ()

{

int a;

scanf ("%d",&a);

if (a>=95)

{

printf ("The Number is First Class");

}

else if (a>=50)

{

printf ("The Number is Second Class");

}

else if (a>=35)

{

printf ("The Number is Third Class");

}

else

{

printf ("The Number is Fail");

}

}

1. Switch 1

#include <stdio.h>

int main()

{

int a,b,c,ch;

printf("Press 1 for addition\n Press 2 for Subtraction\n Press 3 for Multiplication\n Press 4 for Division\n");

scanf("%d",&ch);

switch(ch)

{

case 1:

printf("Enter any two no.\n");

scanf("%d %d",&a,&b);

c=a+b;

printf("%d+%d=%d",a,b,c);

break;

case 2:

printf("Enter any two no.\n");

scanf("%d %d",&a,&b);

c=a-b;

printf("%d-%d=%d",a,b,c);

break;

case 3:

printf("Enter any two no.\n");

scanf("%d %d",&a,&b);

c=a\*b;

printf("%d\*%d=%d",a,b,c);

break;

case 4:

printf("Enter any two no.\n");

scanf("%d %d",&a,&b);

c=a/b;

printf("%d/%d=%d",a,b,c);

break;

default:

printf("Invalid Choice\n");

}

}

1. Switch 2

#include <stdio.h>

int main()

{

int a;

printf("Press 1 for Sunday\n Press 2 for Monday\n Press 3 for Tuesday\n Press 4 for Wednesday\n Press 5 for Thursday\n Press 6 for Friday\n Press 7 for Saturday\n");

scanf("%d",&a);

switch(a)

{

case 1:

printf("Sunday",a);

break;

case 2:

printf("Monday",a);

break;

case 3:

printf("Tuesday",a);

break;

case 4:

printf("Wednesday",a);

break;

case 5:

printf("Thursday",a);

break;

case 6:

printf("Friday",a);

break;

case 7:

printf("Saturday",a);

break;

default:

printf("Error\n");

}

}

1. Nested If Else

#include <stdio.h>

int main()

{

int a = 30;

int b = 20;

if (a==30)

{

if (b==20)

{

printf("The Number is Correct");

}

else

{

printf("The Number is Incorrect");

}

}

else

{

if (b==20)

{

printf("The One Number is Correct");

}

else

{

printf("The Number is Incorrect");

}

}

}

1. AND Operator 1

#include <stdio.h>

int main()

{

int a=20;

int b=30;

int c=10;

if(a>b && a>c)

{

printf("The value of a is Bigger");

}

else if(b>a && b>c)

{

printf("The value of b is Bigger");

}

else

{

printf("The value of c is Bigger");

}

}

1. AND Operator 2

#include <stdio.h>

int main()

{

int a;

int b;

int c;

scanf("%d %d %d",&a,&b,&c);

if(a>b && a>c)

{

printf("The value of a is Bigger");

}

else if(b>a && b>c)

{

printf("The value of b is Bigger");

}

else

{

printf("The value of c is Bigger");

}

}

1. For LOOP 1

#include <stdio.h>

int main()

{

int a,b;

printf("Enter the value of a and b\n");

scanf("%d %d",&a,&b);

int i;

for(i=a;i<=b;i++)

{

printf("%d\n",i);

}

}

1. For LOOP SUM 1

#include <stdio.h>

int main()

{

int sum = 0;

int i;

for(i=0;i<=10;i++)

{

sum +=i;

}

printf("%d",sum);

}

1. For LOOP SUM 2

#include <stdio.h>

int main()

{

int a,b;

printf("Enter the value of a and b\n");

scanf("%d %d",&a,&b);

int sum=0;

int i;

for(i=a;i<=b;i++)

{

sum +=i;

}

printf("%d",sum);

}

1. While LOOP 1

#include <stdio.h>

int main()

{

int i=0;

while (i<=5)

{

printf("Enter the Value of %d\n",i);

i++;

}

}

1. While LOOP 2

#include <stdio.h>

int main()

{

int a,b;

printf("Enter the Value of a and b\n");

scanf("%d %d",&a,&b);

int i=a;

while (i<=b)

{

printf("Enter the Value of %d\n",i);

i++;

}

}

1. DO While 1

#include <stdio.h>

int main ()

{

int i=0;

do{

printf("%d\n",i);

i++;

}

while (i<=10);

}

1. Break

#include <stdio.h>

int main()

{

int i;

for(i=0;i<=10;i++)

{

if(i==5)

{

break;

}

else

{

printf("The i value is %d\n",i);

}

}

}

1. Continue

#include <stdio.h>

int main()

{

int i;

for(i=1;i<=10;i++)

{

if(i==5)

{

continue;

}

else

{

printf("The i value is %d\n",i);

}

}

}

1. Array 1

#include <stdio.h>

int main()

{

//index 01234

int a[5] = {1,2,3,4,5};

printf("%d",a[1]);

}

1. Array 2

#include <stdio.h>

int main()

{

int a;

int i=0;

printf("Enter the Value for the size of array\n");

scanf("%d",&a);

printf("Enter the Values\n");

int arr[a];

for(i=0;i<a;i++) //for taking values

{

scanf("%d",&arr[i]);

}

for(i=0;i<a;i++) //for printing values

{

printf("%d",arr[i]);

}

}

1. Array 3

#include <stdio.h>

int main()

{

int a;

int i=0;

printf("Enter the Value for array\n");

scanf("%d",&a);

int sum=0;

printf("Enter the Values\n");

int arr[a];

for(i=0;i<a;i++)

{

scanf("%d",&arr[i]);

}

for(i=0;i<a;i++)

{

printf("%d\n",arr[i]);

}

for(i=0;i<a;i++)

{

sum+=arr[i];

}

printf("The Total Number of Array=%d\n",sum);

}

1. Void Function 1

#include <stdio.h>

void getdata()

{

int a,b;

scanf("%d",&a);

scanf("%d",&b);

int c = a+b;

printf("%d",c);

}

int main()

{

getdata();

}

1. Void Function 2

#include <stdio.h>

void getdata()

{

int a,b;

scanf("%d",&a);

scanf("%d",&b);

int c = a+b;

printf("%d",c);

}

int main()

{

getdata();

printf("Disha");

getdata();

}

1. Void Function 3

#include <stdio.h>

void addition()

{

printf("Enter the value to be added\n");

int a,b;

scanf("%d",&a);

scanf("%d",&b);

int c = a+b;

printf("%d\n",c);

}

void subtraction()

{

printf("Enter the value to be subtracted\n");

int a,b;

scanf("%d",&a);

scanf("%d",&b);

int d = a-b;

printf("%d\n",d);

}

void multiplication()

{

printf("Enter the value to be multiplied\n");

int a,b;

scanf("%d",&a);

scanf("%d",&b);

int e = a\*b;

printf("%d\n",e);

}

void division()

{

printf("Enter the value to be divided\n");

int a,b;

scanf("%d",&a);

scanf("%d",&b);

int f = a/b;

printf("%d\n",f);

}

int main()

{

int j;

printf("Press 1 for Addition\n Press 2 for Subtraction\n Press 3 for Multiplication\n Press 4 for Division\n");

scanf("%d",&j);

switch(j)

{

case 1:

{

addition();

break;

}

case 2:

{

subtraction();

break;

}

case 3:

{

multiplication();

break;

}

case 4:

{

division();

break;

}

default:

{

printf("Error");

}

}

}

1. Parametric Function 1

#include <stdio.h>

void getdata(int a,int b)

{

int c = a+b;

printf("%d",c);

}

int main()

{

getdata(23,56);

}

1. Parametric Function 2

#include <stdio.h>

void getdata(char a,int b)

{

printf("%c",a);

printf("%d",b);

}

int main()

{

getdata('a',5);

}

1. Pointer 1

#include <stdio.h>

int main()

{

int a=10;

int\*b=&a;

\*b=9;

printf("%d\n",\*b);

printf("%d",a);

}

1. Array 2D 1

#include <stdio.h>

int main()

{

int a[2][2],i,j;

printf("Enter 2D Array Elements\n");

for(i=0;i<2;i++)

{

for(j=0;j<2;j++)

{

scanf("%d",&a[i][j]);

}

}

printf("2D Array is:\n");

for(i=0;i<2;i++)

{

for(j=0;j<2;j++)

{

printf("%d\t",a[i][j]);

}

printf("\n");

}

}

1. Array 2D Addition 1

#include <stdio.h>

int main()

{

int a[2],b[2],c[2];

int i=0;

printf("Enter 1st 1D Array Element\n");

for (i=0;i<2;i++)

{

scanf("%d\n",&a[i]);

}

printf("Enter 2nd 1D Array Element\n");

for (i=0;i<2;i++)

{

scanf("%d\n",&b[i]);

}

int j;

for (j=0;j<2;j++)

{

c[j]=a[j]+b[j];

}

printf("Addition is 2D Array\n");

for (j=0;j<2;j++)

{

printf("%d\t",c[j]);

}

}

1. Array 2D Addition 2

#include <stdio.h>

int main()

{

int a[3][3],b[3][3],c[3][3],i,j;

printf("Enter 1st 1D Array Element\n");

for(i=0;i<2;i++)

{

for(j=0;j<2;j++)

{

scanf("%d",&a[i][j]);

}

}

printf("Enter 2nd 1D Array Element\n");

for(i=0;i<2;i++)

{

for(j=0;j<2;j++)

{

scanf("%d",&b[i][j]);

}

}

for(i=0;i<2;i++)

{

for(j=0;j<2;j++)

{

c[i][j]=a[i][j]+b[i][j];

}

}

printf("Addition of 2D Array\n");

for(i=0;i<2;i++)

{

for(j=0;j<2;j++)

{

printf("%d\n",c[i][j]);

}

}

}

1. Structure 1

#include <stdio.h>

struct student

{

int rollno;

char name[20];

float per;

};

int main()

{

struct student s1,s2,s3;

printf("Enter the RollNo, Name, Per\n");

scanf("%d %s %f",&s1.rollno,&s1.name,&s1.per);

printf("Enter the RollNo, Name, Per\n");

scanf("%d %s %f",&s2.rollno,&s2.name,&s2.per);

printf("Enter the RollNo, Name, Per\n");

scanf("%d %s %f",&s3.rollno,&s3.name,&s3.per);

printf("RollNo\t\t Name\t\t Percentage\n");

printf("%d\t\t %s\t\t %f\n",s1.rollno,s1.name,s1.per);

printf("%d\t\t %s\t\t %f\n",s2.rollno,s2.name,s2.per);

printf("%d\t\t %s\t\t %f\n",s3.rollno,s3.name,s3.per);

}

1. File Handling 1

#include <stdio.h>

#include <stdlib.h>

int main()

{

int num;

FILE \*fptr;

fptr = fopen("d:\\disha.txt","w");

if(fptr == NULL)

{

printf("Error!");

exit(1);

}

printf("Enter num: ");

scanf("%d",&num);

fprintf(fptr,"%d",num);

fclose(fptr);

return 0;

}

1. File Handling 2

#include <stdio.h>

#include <stdlib.h>

int main()

{

int num;

FILE \*fptr;

if ((fptr = fopen("d:\\disha.txt","r")) == NULL)

{

printf("Error! opening file");

exit(1);

}

fscanf(fptr,"%d", &num);

printf("Value of n=%d", num);

fclose(fptr);

return 0;

}

1. Simple String

#include<stdio.h>

#include <string.h>

int main()

{

char ch[11]={'j', 'a', 'v', 'a', 't', 'p', 'o', 'i', 'n', 't', '\0'};

char ch2[11]="javatpoint";

printf("Char Array Value is: %s\n", ch);

printf("String Literal Value is: %s\n", ch2);

return 0;

}

1. String Length

#include<stdio.h>

#include <string.h>

int main()

{

char ch[20]={'j', 'a', 'v', 'a', 't', 'p', 'o', 'i', 'n', 't', '\0'};

printf("Length of string is: %d",strlen(ch));

return 0;

}

1. String Copy

#include<stdio.h>

#include <string.h>

int main()

{

char ch[20]={'j', 'a', 'v', 'a', 't', 'p', 'o', 'i', 'n', 't', '\0'};

char ch2[20];

strcpy(ch2,ch);

printf("Value of second string is: %s",ch2);

return 0;

}

1. String Concatention

#include<stdio.h>

#include <string.h>

int main()

{

char ch[10]={'h', 'e', 'l', 'l', 'o', '\0'};

char ch2[10]={'c', '\0'};

strcat(ch,ch2);

printf("Value of first string is: %s",ch);

return 0;

}

1. String Compare

#include<stdio.h>

#include <string.h>

int main()

{

char str1[20],str2[20];

printf("Enter 1st string: ");

gets(str1);//reads string from console

printf("Enter 2nd string: ");

gets(str2);

if(strcmp(str1,str2)==0)

{

printf("Strings are equal");

}

else

{

printf("Strings are not equal");

}

return 0;

}

1. String Lowercase

#include<stdio.h>

#include <string.h>

int main()

{

char str[20];

printf("Enter string: ");

gets(str);//reads string from console

printf("String is: %s",str);

printf("\nLower String is: %s",strlwr(str));

return 0;

}

1. String Reverse
2. String Uppercase
3. String String
4. String Parameters
5. Union 1

#include <stdio.h>

#include <string.h>

union Data{

int a;

float b;

char c[20];

};

int main()

{

union Data data;

data.a=10;

printf("%d\n",data.a);

data.b=3.6;

printf("%f\n",data.b);

strcpy(data.c,"Hello");

printf("%s\n",data.c);

}

1. Size Of

//To check size of

#include <stdio.h>

struct Data{

int a;

float b;

char c[30];

};

int main()

{

printf("%d",sizeof(Data));

}

1. Malloc,Realloc

#include <stdio.h>

#include <stdlib.h>

int main()

{

int \*p,n,i,ch,n1,num;

printf("Enter Number of int:");

scanf("%d",&n);

p=(int\*)malloc(n\*sizeof(int));

printf("Enter %d number:\n",n);

for(i=0;i<n;i++)

{

scanf("%d",p+i);

}

printf("Your Data is:\n");

for(i=0;i<n;i++)

{

printf("%d\t",\*(p+i));

}

printf("\n You Want to save more data than Press 1\n");

scanf("%d",&ch);

if(ch==1)

{

printf("Enter Number of int:\n");

scanf("%d",&ch);

p=(int\*)realloc(p,(n1+n)\*sizeof(int));

printf("Enter %d numbers:\n",n1);

num=n1+n;

for(i=n;i<num;i++)

{

scanf("%d",(p+i));

}

printf("\n Your data:\n");

for(i=0;i<n1+n;i++)

{

printf("%d\t",\*(p+i));

}

}

}

1. Array Problem 1

//Array Problem 1 - Store number in array element

#include <stdio.h>

int main()

{

int a[5]={1,2,3,4,5};

int pos,data;

printf("Enter the Position\n");

scanf("%d",&pos);

printf("Enter the Element\n");

scanf("%d",&data);

a[pos]=data;

int i=0;

for(i=0;i<5;i++)

{

printf("%d\t",a[i]);

}

}

1. Array Problem 2

//Array Problem 2 - To check repeated values in Array

#include <stdio.h>

int main()

{

int a[5]={1,1,2,3,4};

int i=0,temp=0;

for(i=0;i<5;i++)

{

if(a[i]==a[i+1])

{

printf("The Value is Found\n");

temp=1; //Or temp++

break;

}

}

if(temp==0)

{

printf("The Value is not Found\n");

}

}

1. Calloc

#include <stdio.h>

#include <stdlib.h>

int main()

{

int n,i,\*ptr,sum=0;

printf("Enter number of Elements:\n");

scanf("%d",&n);

ptr=(int\*)calloc(n,sizeof(int));

if(ptr==NULL)

{

printf("Error! memory not allocated\n");

exit(0);

}

printf("Enter Elements:\n");

for(i=0;i<n;i++)

{

scanf("%d",ptr+i);

sum +=\*(ptr+i);

}

printf("Sum=%d\n",sum);

free(ptr);

return 0;

}