

Use of *and/and%

```
#include<stdio.h>
```

```
void main( )
```

```
{
```

```
    int a,b,c,d,e;
```

```
    printf("enter the two numbers" );
```

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

```
    c=a*b;
```

```
    printf("multiplication %d",c);
```

```
    d=a/b;
```

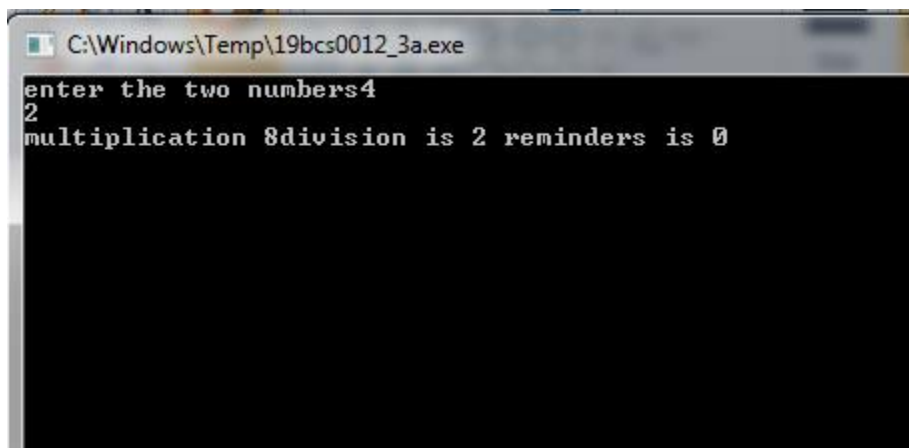
```
    printf("division is %d",d);
```

```
    e=a%b;
```

```
    printf(" reminders is %d",e);
```

```
    getch();
```

```
}
```



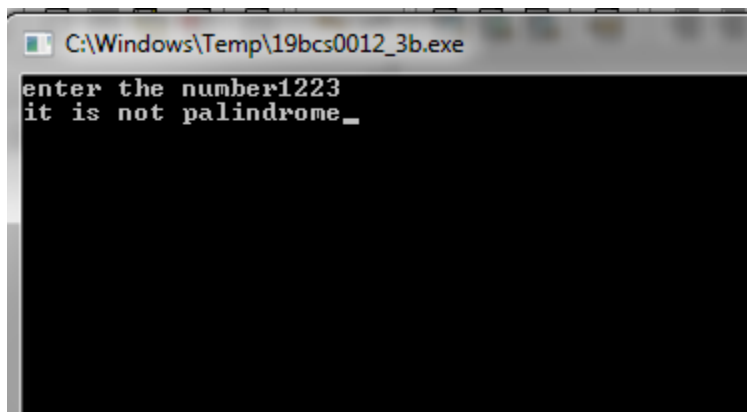
```
C:\Windows\Temp\19bcs0012_3a.exe
enter the two numbers4
2
multiplication 8division is 2 reminders is 0
```

2 find a palindrome or not

```
#include<stdio.h>
```

```
void main()
```

```
{  
    int n,m,r;  
    printf("enter the number");  
    scanf("%d",&n);  
    m=n;  
    r=0;  
    while(n>0)  
    {  
        r=r*10+(n%10);  
        n=n/10;  
    }  
    if(m==r)  
        printf("it is a palindrome");  
    else  
        printf("it is not palindrome");  
    getch();  
}
```



```
C:\Windows\Temp\19bcs0012_3b.exe  
enter the number1223  
it is not palindrome_
```