

1. Write a program to display the size of all types of variables using the `sizeof` operator.

Output :

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

● kisu@Notme:~/c-proramimg$ gcc -o size size.c
⊗ kisu@Notme:~/c-proramimg$ ./size
The size of the variables used in C are as follows:
Size of Integer = 4 bytes
Size of Float = 4 bytes
Size of Character = 1 bytes
Size of Double = 8 bytes
Size of Long = 8 bytes
○ kisu@Notme:~/c-proramimg$ █
```

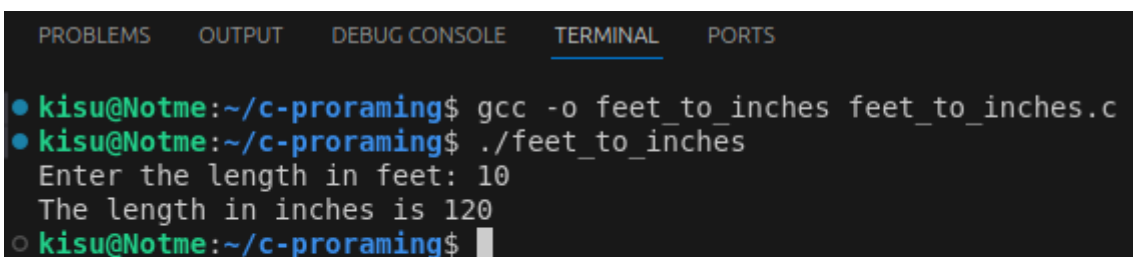
2. Write a program to compute the area of a circle by taking the radius as input (take π as a constant)

Output :

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS
● kisu@Notme:~/c-proramimg$ gcc -o area area.c
● kisu@Notme:~/c-proramimg$ ./area
Enter the radius: 13
Area of the circle is 530.928711
○ kisu@Notme:~/c-proramimg$
```

3, write a source code to take a length in feet and convert it into inches

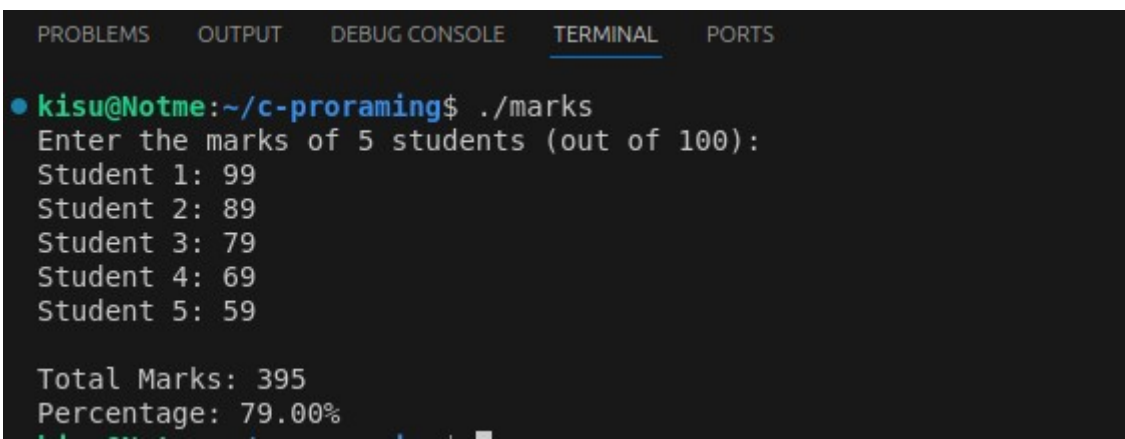
Output :



```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS
● kisu@Notme:~/c-proramimg$ gcc -o feet_to_inches feet_to_inches.c
● kisu@Notme:~/c-proramimg$ ./feet_to_inches
Enter the length in feet: 10
The length in inches is 120
○ kisu@Notme:~/c-proramimg$
```

4. Write a program that accepts marks of 5 students from the user and calculates the total marks and percentage obtained

Output :



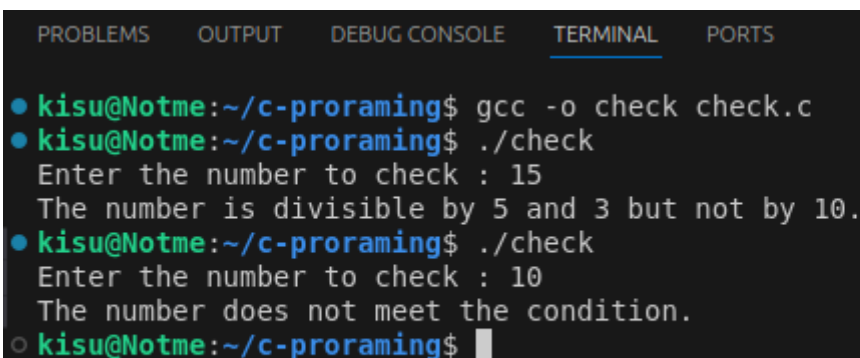
```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

• kisu@Notme:~/c-proraming$ ./marks
Enter the marks of 5 students (out of 100):
Student 1: 99
Student 2: 89
Student 3: 79
Student 4: 69
Student 5: 59

Total Marks: 395
Percentage: 79.00%
```

5. Write a program to find if a given number is divisible by 5 and 3 but not by 10.

Output :



```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

• kisu@Notme:~/c-proramimg$ gcc -o check check.c
• kisu@Notme:~/c-proramimg$ ./check
Enter the number to check : 15
The number is divisible by 5 and 3 but not by 10.
• kisu@Notme:~/c-proramimg$ ./check
Enter the number to check : 10
The number does not meet the condition.
○ kisu@Notme:~/c-proramimg$ █
```

6. Write a program to show basic arithmetic operations.

Output :

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

• kisu@Notme:~/c-proramng$ gcc -o arthematic arithmetic.c
• kisu@Notme:~/c-proramng$ ./arthematic
Enter two numbers: 20 10
Addition: 30
Subtraction: 10
Multiplication: 200
Division: 2.00
○ kisu@Notme:~/c-proramng$ █
```

7. Write a program to take a number from the user and identify if it is negative, positive, or zero.

Output :

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS

● kisu@Notme:~/c-proramimg$ gcc -o number number.c
● kisu@Notme:~/c-proramimg$ ./number
Enter a number: 12
The number is Positive.
● kisu@Notme:~/c-proramimg$ ./number
Enter a number: -7
The number is Negative.
● kisu@Notme:~/c-proramimg$ ./number
Enter a number: 0
The number is Zero.
```