



भारतीय सूचना प्रौद्योगिकी संस्थान गुवाहाटी
Indian Institute of Information Technology Guwahati
COMPUTER PROGRAMMING LAB (CS110)
ASSIGNMENTS-02

1. Write a program in C to calculate simple interest.
2. Write a program in C to convert temperature in $^{\circ}F$ to $^{\circ}C$.
3. Write a program in C to extract the individual digits of a given number (a positive integer) and add them. Assume the number has at most 3 digits. Do not use any loop construct.
4. Write a program in C to reverse a three-digit positive integer. For instance, if the number is 132, the output needs to be 231. Do not use any loop construct.
5. Write a C program to swap two int variables using a third variable.
6. Write a program in C to swap two int variables without using a third variable.
7. Write a program in C to initialize a char variable as 'a' and print its ASCII value.
8. Without executing the code, find the output of the following program for value of n in {0, 1, 5, 7, 10}. Now execute the code and check with your answers.

```
1 #include <stdio.h>
2
3 int main() {
4     int n = 7; // try with 0, 1, 5, 7, 10, and 20
5     int condition = 0; // try with 0 and 1
6
7     if (n == 5) {
8         printf("1\n");
9     } else if (n % 2 == 0) {
10        if (n == 10 && condition == 1) {
11            printf("2\n");
12        } else {
13            printf("3\n");
14        }
15        printf("4\n", );
16    } else if (condition) {
```

```

17     printf("5\n");
18 } else if (0) {
19     printf("6\n");
20 } else {
21     printf("7\n");
22 }
23
24 printf("8\n");
25
26 return 0;
27 }

```

9. Write a program in C to extract the individual digits of a given number (a positive integer) and add them. Assume the number has at most three digits. Do not use any loop construct.
10. Write a program in C to reverse a three-digit positive integer. For instance, if the number is 257, the output needs to be 752. Do not use any loop construct.
11. Write a program in C to find the maximum of two numbers without using IF statement.

Hint:

```
int max = a > b ? a : b;
```