

Compile Result

Enter a number:

-5

The number is negative

[Process completed - press Enter]

Compile Result

The number is= 0

The number is= 1

The number is= 2

The number is= 3

The number is= 4

The number is= 5

[Process completed - press Enter]

Coding C

RUN

MENU

Auto saved at 16:40:54

```
1 #include<stdio.h>
2
3 int main()
4 {
5     int x;
6     printf("Enter a number:\n");
7     scanf("%d",&x);
8     if(x>0){
9         printf("The number is positive");
10    }
11    else{
12        printf("The number is negative");
13    }
14    return 0;
15 }
```

Coding C

RUN

MENU

Auto saved at 15:23:04

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

```
int main()
```

```
{
```

```
    int i;
```

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

```
        printf("The number is= %d \n", i);
```

```
    }
```

```
}
```

Coding C

Auto saved at 16:03:05

RUN

MENU

```
1 stdio.h>
2
3 )
4
5 m1,num2;
6 perator;
7 ("Enter the operation to be done:\n");
8 "%c", &operator);
9 ("Enter the first number:\n");
10 "%d", &num1);
11("Enter the second number:\n");
12"%d", &num2);
13
14rator == '+'){
15 sum = num1 + num2;
16ntf("The sum is: %d", sum);
17
18f(operator == '-'){
19 difference = num1 - num2;
20ntf("The difference is: %d", difference);
21
22f(operator == '*'){
23 product = num1 * num2;
24ntf("The product is: %d", product);
25
26f(operator == '/'){
27at divide = num1 / num2;
28ntf("The division is: %f", divide);
29
30f(operator == '%'){
31 modulus = num1 % num2;
32ntf("The modulus is: %d", modulus);
33
34
35("You have entered the wrong symbol");
36
```

Tab

{ }

" "

;

↺

↑

↻

Compile Result

```
Enter price:39000
```

```
You qualify discount you are supposed to  
pay: 35100
```

```
[Process completed - press Enter]
```

Coding C

Auto saved at 17:08:20

RUN

MENU

```
1 #include<stdio.h>
2
3 int main()
4 {
5     int x;
6     printf("Enter price:");
7     scanf("%d",&x);
8     if(x>=5000)
9     {
10         int discount = x * 0.9;
11         printf("You qualify discount you ar
12     }
13     else{
14         printf("No discount");
15     }
16     return 0;
17 }
```