

Practice Programs for OOI Lab – Week 1

1. Write a menu driven C Program to design a simple calculator which solves 10 operations - 4 Arithmetic, 4 Relational and any two of your choice. The program should loop till the user wishes to stop.

```
#include<stdio.h>
#include<math.h>
#include<stdlib.h>
void main()
{
    int a,b,c;
    float avg;
    printf("Enter the first number\n");
    scanf("%d",&a);
    printf("Enter the second number\n");
    scanf("%d",&b);
    while(1)
    {
        printf("\nEnter the choice\n");
        printf("\n 1-Addition \n 2-Subtraction \n 3-Multiplication \n 4-Division");
        printf("\n 5-Greatest of two numbers \n 6-Smallest of two numbers \n 7-The two numbers are equal \n 8-The two numbers are not equal \n 9-Remainder \n 10-Average\n 0-To exit\n");
        scanf("%d",&c);
        switch(c)
        {
            case 1:
                printf("Sum=%d",a+b);
                break;
            case 2:
                printf("Difference=%d",a-b);
                break;
            case 3:
                printf("Product=%d",a*b);
                break;
            case 4:
                printf("Quotient=%d",a/b);
                break;
            case 5:
                if(a>b)
                    printf("The Greatest number among the two is %d",a);
                else
                    printf("The Greatest number among the two is %d",b);
```

```

        break;
case 6:
    if(a<b)
        printf("The Smallest number among the two is %d",a);
    else
        printf("The Smallest number among the two is %d",b);
    break;
case 7:
    if(a==b)
        printf("True\n");
    else
        printf("False\n");
    break;
case 8:
    if(a!=b)
        printf("True\n");
    else
        printf("False\n");
    break;
case 9:
    printf("Remainder=%d",a%b);
    break;
case 10: ;
    printf("Average=%f",(a+b)/2.0);
    break;
case 0:
    exit(0);

default:
    printf("Invalid input!Please try again later\n");
}
}
}

```

```

Enter the first number
1
Enter the second number
2
Enter the choice
1-Addition
2-Subtraction
3-Multiplication
4-Division
5-Greatest of two numbers
6-Smallest of two numbers
7-The two numbers are equal
8-The two numbers are not equal
9-Remainder
10-Average
0-To exit

```

2. Write a C program to accept three numbers from the user. Find the greater two among the three and pass them as parameters to the user defined functions given below.
 - a. **sumaver (...)** which finds the sum and average of the two numbers. Print the sum and return the average.
 - b. **printeven (...)** which prints all the even numbers between the given two numbers

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

```
float sumaver(int x,int y)
```

```

{
    printf("Sum: %d\n",x+y);
    return((x+y)/2.0);
}

```

```
void printeven(int x,int y)
```

```

{
    printf("All the even numbers from %d to %d are\n",y,x);
    for(int i=y;i<=x;i++)

```

```

    {
        if(i%2==0)
            printf("%d ",i);
    }
}

```

```

int main()
{
    int a[3],g1,g2,t;
    printf("Enter the three numbers\n");
    scanf("%d%d%d",&a[0],&a[1],&a[2]);
    for(int i=0;i<3;i++)
    {
        for(int j=i+1;j<3;j++)
        {
            if(a[i]<a[j])
            {
                t=a[i];
                a[i]=a[j];
                a[j]=t;
            }
        }
    }

    g1=a[0];
    g2=a[1];
    float aver=sumaver(g1,g2);
    printf("Average: %f\n",aver);
    printeven(g1,g2);
}

```

```
    return 0;  
}
```

```
Enter the three numbers  
2  
4  
9  
Sum: 13  
Average: 6.500000  
All the even numbers from 4 to 9 are  
4 6 8  
[Program finished]
```