

```

#include <stdio.h>
int main(){
int num;
printf ("enter a charector : ");
scanf ("%d",&num);
if(num>0 && num<9){
printf (" a chrector is digit ");
}
else {
printf ("charector is not digit");
}

return 0;
}

```

```

#include <stdio.h>
int main(){

float sal,tax;
printf ("enter your salary :");
scanf("%f",&sal);

if(sal< 150000){
printf ("\n no tax on your salary .....!!");
}
else if (sal>150000 && sal<300000){
tax=sal*20/100;
printf ("\n tax on your salary----%f",tax);
}
else if (sal>300000){

tax=sal*30/100;
printf ("\n tax on your salary-----%f",tax);
}
}

```

```

}
else {
printf ("enter valid salary.....");
}

return 0;

}

```

```

#include<stdio.h>
int main(){
char ch;
printf ("enter a charector :");
scanf ("%c",&ch);
if(ch=='a' || ch=='e' || ch=='i' || ch=='o' || ch=='u'){
printf ("the charetor is vowels.....");

}
else {
printf ("the charetor is consonant.....");
}

return 0;
}

```

```

#include<stdio.h>
int main(){
int year;
printf ("enter year : ");
scanf ("%d",&year);
if ((year%4==0) && (year%100!=0) || (year%400==0)){
printf ("this year is leap....");
}
}

```

```
else{

printf ("this year is not leap....");

}

    return 0;

}
```

```
#include<stdio.h>
int main(){
char ch;
printf ("\nenter a charector :");
scanf("%c",&ch);
if (ch>48 && ch<58){
printf ("\n the charector is digit");
}
else{
printf ("\n the charector is not digit");
if (ch>97 && ch< 122)
printf ("\n the charector is lowercase");

else if( ch>65 && ch<90)
    printf ("\n the charector is uppercase");

}
return 0;
}
```

```
#include<stdio.h>
int main(){
    int x,y;
    printf ("enter coordinat point .....");
    scanf("%d%d",&x,&y);
    if (x>0 && y>0){
```

```
printf ("point lise in 1st quadrant.... ");
}
else if (x<0 && y>0){
    printf ("point lise in 2st quadrant.....");

}
else if (x<0 && y<0){

printf ("point lise in 3st quadrant..... ");
}
else if (x>0 && y<0){
    printf ("point lise in 4st qudrant.....");
}

return 0;
}
```

```

#include<stdio.h>
int main(){
float s,c,p,l;
printf ("enter selling price or costing price");
scanf("%f%f",&s,&c);
if(s>c){
s=s-c;
printf ("profit-----%f",s);

}
else{
c=c-s;
printf ("loss-----%f",c);

}

    return 0;
}

```

```

#include<stdio.h>
int main(){
float r,h,c_a,c_v;
printf ("enter radius");
scanf("%f",&r);
printf ("enter height");
scanf ("%f",&h);
c_a=2*3.14*r*h+2*3.14*r*r;
c_v=3.14*r*r*h;
printf ("surface area of cylinder---%f",c_a);
printf ("volume of cylinder-----%f",c_v);
    return 0;
}

```

```

#include<stdio.h>

```

```

int main(){
float f,c,k;

printf ("enter  temperature in fahrenheit");
scanf("%f",&f);
c=5.0/9*(f-32);
printf ("tem in celsiusu----%f",c);
k=c+273.15;
printf ("tem in kelvin-----%f",k);
    return 0;
}

```

```

#include <stdio.h>
int main(){
float u,a,t,v,s;
printf ("\nenter velocity ");
scanf("%f",&u);

printf ("\n enter acceleration ");
scanf("%f",&a);

printf ("\n enter time ");
scanf("%f",&t);
v=u+a*t;
printf ("\n final velocity-----%f",v);
s=u+(a*t)*(a*t);
printf ("\n distance-----%f",s);
    return 0;
}

```

```

#include<stdio.h>
int main(){
    float  a,b,am,hm;
printf ("enter two numbers : ");
scanf("%f%f",&a,&b);
am=(a+b)/2;

```

```
printf ("\n arithmetic-----%f",am);  
hm= a/b*(a+b);  
printf ("\n harmonic-----%f",hm);  
    return 0;  
}
```

```
#include<stdio.h>  
int main(){  
float l,h,b,s,v;  
printf ("\n enter length and height,breadth");  
scanf("%f%f%f",&l,&h,&b);  
s=2*(l*b+l*h+b*h);  
printf ("\n surface area of dimensions-----%f",s);  
v=l*b*h;  
printf ("\n volume of dimension-----%f",v);  
return 0;  
}
```

```

#include<stdio.h>
int main(){
char ch,p,n;
printf ("enter a charector :");
scanf("%c",&ch);
p=ch-1;
printf ("\n privious charetor is-----%c",p);
n=ch+1;
printf ("\n next charector is -----%c",n);

    return 0;
}

```

```

#include<stdio.h>
int main(){
char ch;
printf ("enter a charector :");
scanf("%c",&ch);
printf ("show ASCII value of charector-----%d",ch);
    return 0;
}

```

```

#include <stdio.h>
int main(){
float x1,y1,x2,y2,d;
printf ("\nenter first coordinate");
scanf("%f%f",&x1,&y1);

printf ("\n enter secound coordinate");
scanf("%f%f",&x2,&y2);

d=sqrt (((x2-x1)*(x2-x1))+((y2-y1)*(y2-y1)));
printf ("\n distance-----%f",d);
    return 0;
}

```



```
}
```

```
#include<stdio.h>
int main(){
int a,b,c;
printf ("\n enter two numbers :");
scanf("%d%d",&a,&b);
printf (" \n before interchange numbers a--%d b---%d",a,b);
c=a;
a=b;
b=c;
printf ("\n after interchange numbers a---%d b---%d",a,b);

    return 0;
}
```

```
#include <stdio.h>
int main(){
    error
int rs,t,f,o;
printf ("enter RS");
scanf("%d",&rs);
t=rs/10;
rs%10;
f=rs/5;
f=rs%5;
o=rs/1;
o=rs%1;
printf ("\n10 RS notes-----%d",t);
printf ("\n5 RS notes-----%d",f);
printf("\n 1 RS notes-----%d",o);
```

```
    return 0;
}
```

```
#include <stdio.h>
int main(){
    error
    int rs,t,f,o;
    printf ("enter RS");
    scanf("%d",&rs);
    t=rs/10;
    rs%10;
    f=rs/5;
    f=rs%5;
    o=rs/1;
    o=rs%1;
    printf ("\n10 RS notes-----%d",t);
    printf ("\n5 RS notes-----%d",f);
    printf("\n 1 RS notes-----%d",o);

    return 0;
}
```

```
#include<stdio.h>
int main(){
    int stat, lim,sum=0;
    printf("enter starting and limit ....");
    scanf("%d%d",&stat,&lim);
    for (int i=stat;i<lim;i++){
        sum=sum+i;
    }
    printf ("sum of all numbers between that
    reange.....%d",sum);
}
```

```
    return 0;
}
```

```
#include<stdio.h>
int main(){
    int n,d,a,n1,sum=0;

    printf("enter a number.....");
    scanf("%d",&n);
    n1=n;
    while(n>0){
        d=n%10;
        n=n/10;
        a=d*d*d;
        sum=sum+a;
    }
    if (n1==sum){
        printf ("number is armstong.....");
    }
    else{
        printf("number is not armstong....");
    }
    return 0;
}
```

```
#include<stdio.h>
int main(){
    int num,sum=0;
    printf ("enter a number.....");
    scanf("%d",&num);
    for (int i=1;i<num;i++){
        if (num % i==0){
            sum=sum+i;
        }
    }
}
```

```

    if (sum==num)

        printf("number is perfect.....");

    else
        printf ("numder is no perfect.....");


return 0;
}

```

```

#include<stdio.h>
int main()
{
    int x,y,b=1;
    printf ("enter x and y");
    scanf("%d%d",&x,&y);
    for (int i=1;i<=y; i++){
        b=b*x;

    }
    printf ("base .....%d",b);

    return 0;
}

#include<stdio.h>
int main(){
int num,d,r=0;
//int new=num;.....not valid place for storing value
printf ("enter a number.....");
scanf("%d",&num);
int new=num;
while(num>0){
    d=num%10;
    num=num/10;
r=r*10+d;
}
}

```

```

}

if (r==new)
    printf ("number is palindrowme.....");
else
printf ("tne number is not palindrome.....");

    return 0;
}

```

```

#include<stdio.h>
int main(){
    int row,col;
    for(row=1;row<=5;row++){
        for (col=1;col<=row;col++){
            printf ("%d",col);
        }
        printf ("\n");
    }
    return 0;
}

return 0;
}

```

```

//*
//* *
//* * *
//* * * *

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int row,col,i,j,c=1;
//printf ("enter row and column.....");
//scanf("%d%d",&row,col);
for (i=1;i<=3;i++){
    for(j=1;j<=i;j++){

        printf ("%d",c++);
    }
    printf ("\n");
}
    return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int i,j;
char ch='A';
for(i=5;i>1;i--){
    for(j=1;j<i;j++){

        printf ("%c",ch++);
    }
    printf ("\n");
}
    return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int i,j,row,col;

```

```

printf ("enter row and column");
scanf ("%d",&row);
for(i=row;i>=1;--i){
    for(j=i;j<=row;++j){
        printf ("%d",j);
    }
    printf ("\n");
}

return 0;
}
/*
#include<stdio.h>
#include<conio.h>
int main(){
int i,j,row,n;
printf("enter row and column");
scanf("%d",&row);
for ( i=row; i>=1; --i){
for(j=i;j<=row;++j){
    printf("%d",j);
}
printf("\n");
}
return 0;
}
*/

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int i,j,lim;
//char ch='A';
//char chh ='a';
printf ("enter limit.....");
scanf ("%d",&lim);
for(i=1;i<=lim;i++){
    char ch='A';

```

```

char chh = 'a';
    for(j=1;j<=i;j++){

        printf ("%c%c  ",ch,chh);
        ch++;
        chh++;

    }
    printf ("\n");
}

return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
    /*
        int i,j,m,a,b;
printf("enter limit for table.....");
scanf("%d%d",&a,&b);
for(i=1;i<=10;i++){
    for(j=a;j<=b;j++){

        m=i*j;
        printf ("%d\t",m);
    }
    printf ("\n");
}
*/
/*
int i, j,a,b,m;
printf ("enter start with limit.....");
scanf("%d%d",&a,&b);
for (i=a;i<=b;i++){
for (j=1;j<=10;j++){

```



```

        m=j*i;
printf (" %d\t ",m);
}
printf ("\n");

}

return 0;

}
*/
int i, j,a,b,m;
printf ("enter start with limit.....");
scanf("%d%d",&a,&b);
for (i=1;i<=10;i++){
for (j=a;j<=b;j++){
    m=j*i;
printf (" %d\t ",m);
}
printf ("\n");
}

return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){

int s=0,n,d,c;

printf ("enter number.....");
scanf("%d",&n);
int n1=n;
while (n>0){

```

```

        d= n%10;
        n= n/10;
        c=d*d*d;
        s =s+c;
    }

    if(n1==s){
        printf ("the number is armstong....");
    }
    else {
        printf ("the number is not armstong...");
    }

    return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int iseven (int n);
int n, ans;
printf ("enter a number.....");
scanf ("%d",&n);
    iseven (n);
if (ans=1){

    printf ("number is even....");

}
else {
    printf ("number is odd.....");
}

int iseven (int n){
    if (n%2==0)
        return 1;
    else

```

```
    return 0;
}
```

```
#include<stdio.h>
#include<conio.h>
int main(){
int digitsum (int n);
int n,s;
printf ("enter a number....");
scanf("%d",&n);
s=digitsum (n);
printf ("sum of digit.....%d",s);
}
int digitsum (int n){
int d,s=0;
while (n>0){
d=n%10;
n=n/10;
s=s+d;
}
return s;
}
```

```
#include<stdio.h>
#include<conio.h>
int main(){
int basep_t (int x, int y);
int x,y,ans=1;
printf ("enter base and power....");
scanf("%d%d",&x,&y);
ans = basep_t (x,y);
printf ("base to power...%d",ans);
}
```

```
int basep_t (int x,int y){
    int ans=1;
    while (y>0){
        ans=ans*x;
    y--;
    }
    return ans;
}
```

```
/*#include<stdio.h>
#include<conio.h>
int main(){

int per (int n);
int n,ans;

printf ("enter a number");
scanf("%d",&n);
ans=per(n);

if (ans=1)
    printf ("the number is perfect....");

    else
        printf ("tne number is not perfect.....");

}

int per (int n){
    int sum=0,i;

    for (i=1;i<n;i++){
        if (n%i==0){
            sum=sum +i;
        }
        if (n==sum)
            return 1;
    }
```

```

        else
            return 0;

    }
}
*/
#include<stdio.h>
#include<conio.h>
int main(){

int per (int n);
int n,ans;

printf ("enter a number");
scanf("%d",&n);
ans=per(n);

if (ans==1)
    printf ("the number is perfect....");

    else
        printf ("tne number is not perfect.....");

}

int per (int n){
    int sum=0,i;

    for (i=1;i<n;i++){
        if (n%i==0){
            sum=sum +i;
        }
    }

    if (n==sum)
        return 1;

    else

```

```
        return 0;
    }
```

```
#include<stdio.h>
#include<conio.h>
int main()
{
    char ch;
    int n;
    void char_ (char ch,int n);
    printf ("enter charector.....");
    scanf("%c",&ch);
    printf ("enter number for limit.....");
    scanf("%d",&n);
    char_ (ch,n);
}
void char_ (char ch,int n){

    int i;
    for (i=1;i<=n;i++){
printf("%c\t ",++ch);
    }
}
```

```
#include<stdio.h>
#include<conio.h>
int main(){
    char tiksha[10];
    int i;
    printf ("enter string.....");
    gets (tiksha);
    for (i=0;tiksha[i]!='\0';i++){
        if (tiksha[i]>='a'&& tiksha[i]<='z')
```

```

    tiksha[i]=tiksha[i]-32;

    else if ( tiksha[i]>='A'&& tiksha[i]<='Z')
        tiksha[i]=tiksha[i]+32;
    else if (tiksha[i]==' ')
        tiksha[i]='?';
    else if (tiksha[i]>='0'&& tiksha[i]<='9')
        tiksha[i]='*';
}

printf ("your string is like.....%s",tiksha);
return 0;
}

```

```

#include<stdio.h>
#include <conio.h>
#include<string.h>

int main(){
char vawel[10];
int i,c=0;
printf ("enter a string.....");
gets (vawel);
for (i=0;vawel[i]!='\0';i++){
    if (vawel[i]=='a' || vawel[i]=='e' || vawel[i]=='i' ||
        vawel[i]=='o' || vawel[i]=='u' || vawel[i]=='A' ||
        vawel[i]=='E' || vawel[i]=='I' ||
        vawel[i]=='O' || vawel[i]=='U'    )
        c++;
}
printf ("count vowel.....%d",c);
return 0;
}

```

```

#include<stdio.h>

```

```

#include<string.h>
int main(){
char tiksha[10],ch;
int i,c=0;
printf ("enter a string.....");
gets (tiksha);
printf ("enter charector.....");
scanf ("%c",&ch);
for (i=0;tiksha[i]!='\0';i++){
    if (tiksha[i]==ch)
        c++;
}
printf ("count charector how many time repete....%d",c);

return 0;
}

```

```

#include<stdio.h>
//#include<conio.h>
#include<string.h>
int main(){
char s[10], s1[10],ch;
int num;
//printf ("enter a string.....");
//gets (s);
//printf ("enter a string.....");
//gets (s1);
printf ("enter choice....");
scanf("%d",num);
switch(num){
case 1 : printf ("enter a string.....");
        //gets (s);
        scanf("%s",s);
        printf ("length of string....%d",(s));
        break;
}
}

```



```

case 2: printf ("enter a string.....");
        //gets (s);
        scanf("%s",&s);
        printf ("enter secound  string.....");
        //gets (s1);
        scanf("%s",&s1);
        strcpy (s,s1);
        printf ("copy string....%s",s);
        printf ("copy string....%s",s1);
        break;

case 3: printf ("enter a string.....");
        //gets (s);
        scanf("%s",&s);
        printf ("enter secound  string.....");
        //gets (s1);
        scanf("%s",&s1);
        strcat (s,s1);
        printf ("copy string....%s",s);
        printf ("copy string....%s",s1);
        break;
}

printf ("printf string.....%s",s);

return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
    char length[10];
    int j, c=0;
    printf("enter string.....");
    gets (length);
}

```

```

        for (j=0;length[j]!='\0';j++){
            c++;
        }
    printf ("length of string.....%d",c);

    return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
char s1[10],s2[10];
int i,j;
    printf("enter string.....");
    gets (s1);
    //printf("enter secound string.....");
    //gets (s2);
    for (i=0;s1[i]!='\0';i++){
// for (j=0;s2[j]!='\0';j++)
        s2[i]= s1[i];
    }
    s2[i]='\0';
    printf ("copy string.....%s",s2);
    return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
char s1[10],s2[20];
int i,j;
    printf ("enter string.....");
    gets (s1);
    printf ("enter secound string.....");
    gets (s2);
    for (i=0;s1[i]!='\0';i++);

```

```

for (j=0;s2[j]!='\0';j++){
    s1[i++]=s2[j];
}
s1[i]='\0';
printf ("copy string.....%s",s1);

return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int u[10][10],i,j,max,min,n;
printf ("\n enter limit.....");
scanf("%d",&n,&n);
printf ("\n enter first matrix....");
for (i=0;i<n;i++){
    for (j=0;j<n;j++){
        scanf("%d",&u[i][j]);
    }
}
min=u[0][0];
max=u[0][0];

for (i=0;i<n;i++){
    for (j=0;j<n;j++){
        if (u[i][j]<min)
min=u[i][j];

        if(u[i][j]>max);
        max=u[i][j];
    }
}
printf ("\n min=%d",min);
printf ("\n max=%d",max);

```

```

return 0;
}
#include<stdio.h>
#include<conio.h>
int main(){
int a[10][10],b[10][10],i,j,r,c,ans[10][10];
printf ("enter row and column.....");
scanf("%d%d",&r,&c);
for(i=0;i<r;i++){
    for(j=0;j<c;j++){
        scanf("%d",&a[i][j]);
    }
}
printf ("enter second matrix.....");
for(i=0;i<r;i++){
    for(j=0;j<c;j++){
        scanf("%d",&b[i][j]);
    }
}
for(i=0;i<r;i++){
    for(j=0;j<c;j++){

        ans[i][j]=a[i][j]+b[i][j];
    }
}
printf ("\n addition of matrix.....\n");
for (i=0;i<r;i++){
    for (j=0;j<r;j++){
        printf ("%d\t",ans[i][j]);
    }
    printf ("\n");
}

return 0;
}

```

```

#include<stdio.h>

```

```

#include<conio.h>
int main(){
int u[10][10],i,j,esum=0,n;
printf ("\n enter limit.....");
scanf("%d",&n);
printf ("\n enter first matrix....");
for (i=0;i<n;i++){

for (j=0;j<n;j++){

scanf("%d",&u[i][j]);
}
}
for (i=0;i<n;i++){

for (j=0;j<n;j++){

if (u[i][j]%2!=0){
    esum=esum+u[i][j];
}

}
}
printf ("even sum....%d",esum);

return 0;
}
#include<stdio.h>
#include<conio.h>
int main(){
int u[10][10],r,c,a,p,s=0;
printf("enter row and columns.....");
scanf("%d",&r,&c);
printf ("enter elements.....");
for(a=0;a<r;a++){
    for(p=0;p<c;p++){
        scanf("%d",&u[a][p]);
    }
}

```

```
}  
printf ("display uppar tringular.....");  
for(a=0;a<r;a++){  
    for(p=0;p<c;p++){  
        if(a>p)  
s=s+u[a][p];  
    }  
}  
  
//printf ("%d ",u[a][p]);  
printf ("sum ....%d",s);  
  
return 0;  
}
```

```
#include<stdio.h>
#include<conio.h>
int main(){

int a[10][10], i,j,r,c,sum=0;
printf("enter row and column.....");
scanf("%d%d",&r,&c);
printf ("enter matrix.....");
for (i=0;i<r;i++){
    for(j=0;j<c;j++){

scanf("%d",&a[i][j]);
    }
}
printf ("display diagonal elements.....");
for (i=0;i<r;i++){
    for(j=0;j<c;j++){
        if(i==j)

            sum=sum+a[i][j];
            // printf ("%d\t",a[i][j]);

    }
}

    //printf ("%d\t",a[i][j]);
    printf ("%d",sum);
    //printf ("\n");

return 0;
}
```

```
#include<stdio.h>
#include<conio.h>
int main(){
int a[10][10],b[10][10],i,j,r,c,ans[10][10];
printf ("enter row and column.....");
scanf("%d%d",&r,&c);
for(i=0;i<r;i++){
    for(j=0;j<c;j++){
        scanf("%d",&a[i][j]);
    }
}
printf ("enter secound matrix.....");
for(i=0;i<r;i++){
    for(j=0;j<c;j++){
        scanf("%d",&b[i][j]);
    }
}
for(i=0;i<r;i++){
    for(j=0;j<c;j++){

        ans[i][j]=a[i][j]*b[i][j];
    }
}
printf ("\n addition of matrix.....\n");
for (i=0;i<r;i++){
    for (j=0;j<r;j++){
        printf ("%d\t",ans[i][j]);
    }
    printf ("\n");
}
return 0;
}
```



```
#include<stdio.h>
#include<conio.h>
int main(){
int i,j,n,m;
char p[10][10];
printf ("enter araay limit.....");
scanf("%d%d",&n,&m);
printf ("enter araay elements.....");
for (i=0;i<n;i++){
    for (j=0;j<m;j++){
        scanf("%d",&p[i][j]);
    }
}
printf ("display alter array...");
for (i=0;i<m;i++){
    for (j=0;j<n;j++){
printf ("%d\t ",p[j][i]);

    }
    printf ("\n");
}
return 0;
}
```

```
#include<stdio.h>
#include<conio.h>
int main(){
```

```

char s[10][10];
int i,j,n,m,si=0,sc=0;
printf ("\n enter limit of array....");
scanf("%d%d",&n,&m);
printf ("enter arrays elements.....");
for (i=0;i<n;i++){
    for (j=0;j<m;j++){
scanf("%d",&s[i][j]);
    }
}
// ("enter second arrays elements.....");
for (i=0;i<n;i++){
for (j=0;j<m;j++){
si=si+s[i][j];
}

printf ("\n sum of the %d row is .....%d",i,si);
si=0;
}
for (j=0;j<n;j++){
for (i=0;i<m;i++){
//sc=sc+s[i][j];
si=si+s[i][j];
}

printf ("\n sum of the %d col is.. .%d",j,si);
    si=0;
}

return 0;
}

```

```

#include<stdio.h>
#include<conio.h>

```

```

#include<stdlib.h>
int main(){
int i,j,n,f=0;
char tiksha[10][10];
printf ("enter array limit....");
scanf("%d",&n);
printf ("enter array elements....");
for (i=0;i<n;i++){
    for (j=0;j<n;j++){
        scanf("%d",&tiksha[i][j]);
    }
}
for (i=0;i<n;i++){
    for (j=0;j<n;j++){

        // if ((tiksha[i][j]==1) && (i!=j))
        if (tiksha[i][j]==tiksha[i][j])
            f=0;

    }
}

if (f=0)
    printf ("array is identity.....");
else
    printf ("array is not identity....");
return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
int main(){
int i,j,n,f=0;
char tiksha[10][10];
printf ("enter array limit....");
scanf("%d",&n);
printf ("enter array elements....");

```

```

for (i=0;i<n;i++){
    for (j=0;j<n;j++){
        scanf("%d",&tiksha[i][j]);
    }
}
for (i=0;i<n;i++){
    for (j=0;j<n;j++){

        // if ((tiksha[i][j]==1) && (i!=j))
        if (tiksha[i][j]==tiksha[i][j])
            f=0;

    }
}

if (f=0)
    printf ("array is identity.....");
else
    printf ("array is not identity....");
return 0;
}
#include<stdio.h>
#include<conio.h>
int main(){
    int s[10],i,max, min,n;
    printf ("\n enter limit.....");
    scanf ("%d",&n);
    printf ("\n enter numbers.....");

    for (i=0;i<n;i++){
        scanf ("%d",&s[i]);
    }
    max=s[0];
    min=s[0];

    for (i=0;i<n;i++){
        if(s[i]>max)
            max =s[i];
    }
}

```

```

        if (s[i]<min)
            min= s[i];
    }

    printf ("max=%d",max);
    printf ("min=%d",min);
    return 0;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
    int i,n,ec=0,oc=0;
    //clrscr();
    printf ("enter limit.....");
    scanf("%d",&n);
    int a[n];
    printf ("enter array elements.....");
    for(i=0;i<n;i++){
        scanf("%d",&a[i]);
    }
    for(i=0;i<n;i++){
        if(a[i]%2==0){
            printf ("\n even %d",a[i]);
            ec++;
            //printf ("\n %d",a[i]);
        }
        else {
            printf ("\n odd %d",a[i]);
            oc++;
            //pritrnf ("\n %d",a[i]);
        }
    }
    printf (" \n sum of even digit.....%d",ec);
    printf ("\n sum of odd digit.....%d",oc);
}

```

```
//getch();
```

```
return 0;
```

```
}
```

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

```
#include<conio.h>
```

```
int main(){
```

```
    int i,n;
```

```
    char a[10];
```

```
printf ("enter limit.....");
```

```
scanf("%d",&n);
```

```
printf ("enter array elements.....");
```

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

```
    scanf("%d",&a[i]);
```

```
}
```

```
for(i=n;i>0;i--){
```

```
printf("%d",i);
```

```
}
```

```
    return 0;
```

```
}
```

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

```
#include<conio.h>
```

```
int main(){
```

```
int a,b; //decleration.....
```

```
void add (int a, int b);
```

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

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

```
add (a,b); //calling.....
```

```
}
```

```

void add (int a, int b){
int c;                                //definetion.....
c=a+b;
printf ("addition of two numbers.....%d",c);

}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int a,b;
void sawp (int a, int b);
printf ("enter two nnumbers.....");
scanf ("%d%d",&a,&b);
sawp (a,b);

}
void sawp (int a,int b){
int c;
c=a;
a=b;
b=c;
printf ("swaping values.....%d %d",a,b);

}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int n,f;
printf ("enter a number.....");
scanf ("%d",&n);
f=fac(n);

```

```

}

int fac (int n ){
int f;
for(int i=1;i<=n;i++){

    f=f*i;
}
printf ("factorial.....%d",f);

}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int a,b,c;
int add (int a, int b);
printf ("enter two numbers.....");
scanf("%d%d",&a,&b);
c= add(a,b);
printf ("addition .....%d",c);
}

```

```

int add (int a, int b)
{
int c=a+b;
return c;
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
float r,a;

```



```

float circle (float r);
printf ("enter radius.....");
scanf ("%f",&r);
    a=circle (r);

printf ("area of circle....%f",a);

}
float circle (float r){
    float a= 3.14*r*r;
    return  a;
}
#include<stdio.h>
#include<conio.h>
int evenodd (int n);
int main(){
//int evenodd (int n);
int n,ans;
printf ("enter a number....");
scanf("%d",&n);
ans= evenodd (n);
if(ans==1)
printf ("number is enven");
else
printf ("number is odd");

}
int evenodd(int n){
if(n%2==0)
return 1;
else
return 0;

}

#include<stdio.h>
int main(){

```

```

int perfect (int n);
int n,ans;
printf ("enter a number....");
scanf ("%d",&n);
ans=perfect(n);
if(ans==1)
    printf ("number is perfect.....");
    else
    printf ("number is not perfect.....");
}
int perfect(int n){
    int sum=0;
    for(int i=1;i<n;i++){
        if (n%i==0){
            sum=sum+i;
        }
    }
    if (sum==n)
        return 1;
    else
        return 0;
}

```

```

#include<stdio.h>
#include<conio.h>

```

```

int main(){

int sum_digit (int n);
int n,s;
printf ("enter a number.....");
scanf("%d",&n);

```

```

s=sum_digit(n);
printf ("sum of digit.....%d",s);
}
int sum_digit (int n){
int d, s=0;
while (n>0){
d=n%10;
n=n/10;
s=s+d;
}
return s;
}

#include<stdio.h>
#include<conio.h>
int main(){
void add ();
    add();
}

void add(){
int a,b,c;
printf ("enter two numbers..");
scanf("%d%d",&a,&b);
c=a+b;
printf ("addition of numbers.....%d",c);
}

#include<stdio.h>
#include<conio.h>
int main(){
void swap ();
    swap();
}

void swap (){

```

```
int a,b,c;
printf ("enter two numbers.....");
scanf ("%d%d",&a,&b);
c=a;
a=b;
b=c;
printf ("\n value of a is.....%d",a);
printf ("\n value of b is.....%d",b);

}
#include<stdio.h>
#include<conio.h>
int main(){

void sumdigit ();
sumdigit();
}

void sumdigit (){
int d,n,sum=0;
printf ("\n enter a number....");
scanf ("%d",&n);

while(n>0){
d=n%10;
n=n/10;
sum=sum+d;
}
printf ("\n sum of digit.....%d",sum);
}

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

```

int main(){
void d_sum ();
}
void d_sum ()
{
int n,d,sum;
printf ("enter a number....");
scanf("%d",&n);
while (n>0){
d=n%10;
n=n/10;
sum=sum+d;
}
printf ("sum of digit....%d",sum);
}

```

```

#include<stdio.h>
int main(){
float r;
void circle (float r);
printf ("enter a radius....");
scanf("%f",&r);
circle (r);

}
void circle (float r){
float a;
a=3.14*r*r;
printf ("area of circle.....%f",a);

}
#include<stdio.h>
int main(){
int a;
void eveno (int a);
printf ("enter a number.....");
scanf("%d",&a);
eveno ( a);
}

```

```

}
void eveno (int a){
if (a%2==0)
printf ("number is even.....");
else
printf ("number is odd.....");
}

```

```

#include<stdio.h>
#include<conio.h>
int main(){
int n;
void factorial (int n);
printf ("enter a number....");
scanf ("%d",&n);
//printf ("enter limit.....");
//scanf("%d",&p);
factorial (n);

}
void factorial (int n){
    int f=1;
while(n>0){
f=f*n;
n--;
}

printf ("fac=%d",f);
}

```

```

#include <stdio.h>
int main(){

```

```

int num;
void digit (int num);
printf ("enter a number.....");
scanf ("%d",&num);
digit (num);
}
void digit (int num){
int d,sum=0;
while(num>0){
d=num%10;
num=num/10;
sum=sum+d;
}
printf ("sum of digits.....%d",sum);

}

```

```

#include <stdio.h>
int main(){
int num;
void digit (int num);
printf ("enter a number.....");
scanf ("%d",&num);
digit (num);
}
void digit (int num){
int d,sum=0;
while(num>0){
d=num%10;
num=num/10;
sum=sum+d;
}
printf ("sum of digits.....%d",sum);

}

```

```

#include<stdio.h>
int main (){

    /*
    // -----DIFERENCE BETWEEN TWO NUMBERS-----
    -----
    int num1,num2,num3;
    printf ("enter a number :");
    scanf ("%d",&num1);

    printf ("enter a number :");
    scanf ("%d",&num2);

    printf ("enter num:3");
    scanf("%d",&num3);

    if (num2-num3==num1||num3-num2==num1){
    printf ("num1 is midde1 number between num2 and
    num3.....");
    }
    else {
    printf ("num1 is not middal number between num2 and
    num3.....");
    }
    */

    //----- FOR LOOP IN NUMBRES
    PRINTS-----
    /*

    int i;
    for (i=1;i<=5;i++){
    printf ("\n %d",i);
    printf ("\n");
    }
    */

```



```
/*
int j;
for (j=5;j>=1;j--){
printf ("\n %d",j);
printf ("\n");
}
*/

/*
for ( int k=1;k<=10;k=k+1){

printf ("\n %d",k*5);
}
*/
//-----SUM OF NUMBERS IN FOR LOOP-----
-----
/*
for ( int s=1;s<=10;s=s+2){
    printf ("\n %d",s);

}
printf ("\n odd numbers");
*/
/*
int e=0,o=0;
for (int v=1;v<=10;v++){

if (v%2==0)
e=e+v;

else
o=o+v;

}
}
```

```

printf ("sum of even numbers=%d\n ",e);
printf ("sum of odd numbers= %d",o);
*/

/*
int num;
printf ("enter a numbers for limit");
scanf ("%d",&num);
printf ("even numbers");
for (int i =0;i<=num;i=i+2){
printf ("\n %d",i);

}
*/

/*
int num,sum;
//printf("enter number for limint ");
//scanf("%d",num);
printf ("evens numbers");
for (int i=1;i<=10;i++)
{
if (i%2==0)
printf (" %d \n",i);
}
printf ("odd numbers");
for (int j=1;j<=10;j=j+2)
{
printf ("\n %d",j);

}

*/
/*
int i;
i=1;

```

```

while (i<=10){
printf ("%d \n ",i);
i++;
}
*/
/*
int i;
i=10;
while (i>=1){
printf ("%d \n ",i);
i--;
}
*/

/*
int num;
//printf ("enter a number of limit");
//scanf ("%d",num);
int i=1;
while (i<=10){

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

i++;

}
*/

/*
int i;
i=1;
while(i<=10){
if (i%2==!0){
printf ("%d \n ",i);
}
i++;
}

```

```

*/
/*
//11111111111111111111
int num,i;
printf ("enter a number");
scanf("%d",&num);
for ( i=1;i<num;i++){
if (num%i==0){
printf ("%d\t",i);

}

}
*/
//11111
/*
int n ;
printf ("enter a limit");
scanf("%d",&n);
for (int i =1;i<=n;i++){

    printf ("\n squareof =%d=%d and =%d =%d",i,i*i,i,i*i*i);

}
*/
/*
//222222
//MULTIPLICATION OF NUMBER
int n;
printf ("enter a limit ");
scanf("%d",&n);
for(int i=1;i<=10;i++){
printf ("\n%d",i*n);
}
*/
/*

```

```
//WHICH NUMBER DIVICABLE BY 3 SUM
```

```
int n,sum=0;
printf ("enter a number");
scanf("%d",&n);
for(int i=1;i<=n;i++){
if (i%3==0){
```

```
sum=sum+i;
```

```
printf ("\n%d",sum);
```

```
}
*/
```

```
//BASE AND POWER
```

```
//eeeeeeee
```

```
/*
```

```
int x,n,a=1;
printf ("enter value of base and power");
scanf("%d%d",&x,&n);
for(int i=1;i<=n;i++){
a=a*x;
```

```
}
```

```
printf ("base to power=%d",a);
```

```
*/
```

```
//RENCH OF NUMBER AND SUM
```

```
/*
```

```
int x,y,a=0;
printf ("enter a first number ");
scanf("%d",&x);
```

```

printf ("enter last number");
scanf("%d",&y);
for (int i=x;i<=y;i++){
a=a+i;

}
printf (" sum=%d",a);
*/
/*
//PRINT NUMBER BETWEEN X TO Y
int x,y;
printf ("enter a number x and y");
scanf("%d%d",&x , &y);

for (int i=x;i<=y;i++){
printf ("%d",i);

}
*/
return 0;

}

```

```

#include<stdio.h>
int main (){

    /*
    // -----DIFERENCE BETWEEN TWO NUMBERS-----
    -----
    int num1,num2,num3;
printf ("enter a number :");
scanf ("%d",&num1);

printf ("enter a number :");
scanf ("%d",&num2);

```

```

printf ("enter num:3");
scanf("%d",&num3);

if (num2-num3==num1||num3-num2==num1){
printf ("num1 is middel number between num2 and
num3.....");
}
else {
printf ("num1 is not middal number between num2 and
num3.....");
}
*/

//----- FOR LOOP IN NUMBRES
PRINTS-----
/*

int i;
for (i=1;i<=5;i++){
printf ("\n %d",i);
printf ("\n");
}
*/

/*
int j;
for (j=5;j>=1;j--){
printf ("\n %d",j);
printf ("\n");
}
*/

/*
for ( int k=1;k<=10;k=k+1){

```

```

printf ("\n %d",k*5);
}
*/
//-----SUM OF NUMBERS IN FOR LOOP-----
-----
/*
for ( int s=1;s<=10;s=s+2){
    printf ("\n %d",s);

}
printf ("\n odd numbers");
*/
/*
int e=0,o=0;
for (int v=1;v<=10;v++){

    if (v%2==0)
        e=e+v;

    else
        o=o+v;

}
printf ("sum of even numbers=%d\n ",e);
printf ("sum of odd numbers= %d",o);
*/

/*
int num;
printf ("enter a numbers for limit");
scanf ("%d",&num);
printf ("even numbers");
for (int i =0;i<=num;i=i+2){
printf ("\n %d",i);
}
}
*/

```



```

}
*/

/*
int num,sum;
//printf("enter number for limint ");
//scanf("%d",num);
printf ("evens numbers");
for (int i=1;i<=10;i++)
{
if (i%2==0)
printf (" %d \n",i);
}
printf ("odd numbers");
for (int j=1;j<=10;j=j+2)
{
printf ("\n %d",j);

}

*/
/*
int i;
i=1;
while (i<=10){
printf ("%d \n ",i);
i++;
}
*/
/*
int i;
i=10;
while (i>=1){
printf ("%d \n ",i);
i--;
}
*/

```

```

/*
int num;
//printf ("enter a number of limit");
//scanf ("%d",num);
int i=1;
while (i<=10){

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

i++;

}
*/
/*

```

```

int i;
i=1;
while(i<=10){
if (i%2==!0){
printf ("%d \n ",i);
}
i++;
}
*/
/*
//11111111111111111111
int num,i;
printf ("enter a number");
scanf("%d",&num);
for ( i=1;i<num;i++){
if (num%i==0){
printf ("%d\t",i);

}
}

```

```

}
*/
//11111
/*
int n ;
printf ("enter a limit");
scanf("%d",&n);
for (int i =1;i<=n;i++){

    printf ("\n squareof =%d=%d and =%d =%d",i,i*i,i,i*i*i);

}
*/
/*
//222222
//MULTIPLICATION OF NUMBER
int n;
printf ("enter a limit ");
scanf("%d",&n);
for(int i=1;i<=10;i++){
printf ("\n%d",i*n);
}
*/

/*
//WHICH  NUMBER DIVICABLE BY 3 SUM

int n,sum=0;
printf ("enter  a number");
scanf("%d",&n);
for(int i=1;i<=n;i++){
if (i%3==0){

sum=sum+i;

printf ("\n%d",sum);

```

```

}
*/

//BASE AND POWER
//eeeeeeee
/*
int x,n,a=1;
printf ("enter value of base and power");
scanf("%d%d",&x,&n);
for(int i=1;i<=n;i++){
a=a*x;

}
printf ("base to power=%d",a);

*/


//RENCH OF NUMBER AND SUM
/*
int x,y,a=0;
printf ("enter a first number ");
scanf("%d",&x);
printf ("enter last number");
scanf("%d",&y);
for (int i=x;i<=y;i++){
a=a+i;

}
printf (" sum=%d",a);
*/
/*
//PRINT NUMBER BETWEEN X TO Y
int x,y;
printf ("enter a number x and y");

```

```

scanf("%d%d",&x , &y);

for (int i=x;i<=y;i++){
printf ("%d",i);

}
*/
return 0;

}

#include<stdio.h>
int main(){
int a,b,c;
//int num ( a, b);
printf ("enter two.....");
scanf("%d%d",&a,&b);
c=num(a,b);
printf ("value of c.....%d",c);
}

int num (int a , int b){
int c=a,b;
return c;
}

```

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int c=a,b;  
return c;  
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