main.c

```c
 5    write your code in this editor and press "Run" button to compile and execute it.
 6
 7    *********************************************************************************/
 8
 9    #include <stdio.h>
10
11    int main()
12    {
13        int a;
14        char r[20];
15     do
16      {
17        printf("enter month number:\n");
18        scanf("%d",&a);
19        switch(a){
20
21            case 1:
22            printf("January");
23            break;
24            case 2:
25            printf("February");
26            break;
27            case 3:
28            printf("march");
29            break;
30            case 4:
31            printf("april");
32            break;
33            case 5:
34            printf("may");
35            break;
36            case 6:
37            printf("June");
38            break;
39            case 7:
40            printf("Jaly");
41            break;
```

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Language C

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main.c

```c
35          break;
36          case 6:
37          printf("June");
38          break;
39          case 7:
40          printf("Jaly");
41          break;
42          case 8:
43          printf("January");
44          break;
45          case 9:
46          printf("septmber");
47          break;
48          case 10:
49          printf("october");
50          break;
51          case 11:
52          printf("november");
53          break;
54          case 12:
55          printf("December");
56          break;
57          default:
58          printf("your number is not faund");
59      }
60      printf("\nyour program is restar yes=1 and no=0:\n");
61      scanf("%s",&r);
62  }while(strcmp(r,"1")==0);
63
64      return 0;
65  }
66
67
68
69
70
```

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main c

input

```
main.c:61:13: warning: format '%s' expects argument of type 'char *', but argument 2 has type 'char (*)[20]' [-Wformat=]
main.c:62:11: warning: implicit declaration of function 'strcmp' [-Wimplicit-function-declaration]
enter month number:
56
your number is not faund
your program is restar yes=1 and no=0:
1
enter month number:
3
march
your program is restar yes=1 and no=0:
1
enter month number:
5
may
your program is restar yes=1 and no=0:
0


...Program finished with exit code 0
Press ENTER to exit console.
```

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Language C

main.c

```c
10
11   int main()
12   {
13       int a,b,t;
14       char c ,r[20];
15     do
16      {
17       printf("enter a number:\n");
18       scanf("%d",&a);
19       printf("enter b number:\n");
20       scanf("%d",&b);
21       printf("enter sign +-*/:\n");
22       scanf("%s",&c);
23
24       switch(c)
25        {
26          case '+':
27              t = a + b;
28              break;
29          case '-':
30              t = a - b;
31              break;
32          case '*':
33              t = a * b;
34              break;
35          case '/':
36              t = a / b;
37              break;
38        }
39       printf("total = %d", t);
40       printf("\nyour program is restar yes=1 and no=0:\n");
41       scanf("%s",&r);
42     }while(strcmp(r,"1")==0);
43
44       return 0;
45   }
```

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input

```
main.c:41:13: warning: format '%s' expects argument of type 'char *', but argument 2 has type 'char (*)[20]' [-Wformat=]
main.c:42:11: warning: implicit declaration of function 'strcmp' [-Wimplicit-function-declaration]
enter a number:
13
enter b number:
25
enter sign +-*/:
+
total = 25
your program is restar yes=1 and no=0:
1
enter a number:
20
enter b number:
10
enter sign +-*/:
/
total = 0
your program is restar yes=1 and no=0:
0


...Program finished with exit code 0
Press ENTER to exit console.
```

Type here to search

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0.1 kbps   ENG   17:59
29-11-2020

```c
#include <stdio.h>
  int retu();
 int main()
 {
   retu();
   }
int retu()
{
  int a,b,c,r,v;
  printf("\nEnter A number");
  scanf("%d",&a);
  printf("\nEnter B number");
  scanf("%d",&b);
  printf("\nyour A=%d and B=%d\n",a,b);
  printf ("\n\tcalculator\n");
  printf("Enter number 1=+,2=-,3=*,4=/\n");
  scanf("%d",&c);
  printf ("your choice is %d\n",c);
  switch (c){
    case 1:
    v=a+b;
    break;
    case 2:
    v=a-b;
    break;
    case 3:
    v=a*b;
    break;
    case 4:
    v=a/b;
    break;
    default:
    printf("error");
  }
  printf("ANS=%d",v);

  printf("\nyour program is restar yes=1 and
```

TAB   {   }   (   )   "   &   RUN

```c
17    scanf("%d",&c);
18    printf ("your choice is %d\n",c);
19    switch (c){
20      case 1:
21      v=a+b;
22      break;
23      case 2:
24      v=a-b;
25      break;
26      case 3:
27      v=a*b;
28      break;
29      case 4:
30      v=a/b;
31      break;
32      default:
33      printf("error");
34    }
35    printf("ANS=%d",v);
36
37    printf("\nyour program is restar yes=1 and
      no=0:\n");
38    scanf("%d",&r);
39    if(r==1){
40      printf("\nrestart program\n");
41      printf ("your number is 1");
42      retu();
43    }
44      else{
45      printf("\n your number %d \nover
      program",r);
46
47    }
48    return 0;
49 }
50
51
```

TAB   {   }   (   )   "   &   RUN

```
Enter A number
Enter B number
your A=10 and B=20

 calculator
Enter number 1=+,2=-,3=*,4=/
your choice is 1
ANS=30
your program is restar yes=1 and
no=0:

restart program
your number is 1
Enter A number
Enter B number
your A=400 and B=20

 calculator
Enter number 1=+,2=-,3=*,4=/
your choice is 4
ANS=20
your program is restar yes=1 and
no=0:

 your number 0
over program
```

```c
#include <stdio.h>

 int retu();
 int main()
 {
   retu();
   }
int retu()
{
    int n[5],i,s,r;
    printf("\nEnter 5 elements\n");
    for(i=0;i<5;i++)
    {
    scanf("\n%d",&n[i]);
    }
    for(i=0;i<5;i++)
    {
    printf("\nnumber is %d",n[i]);
    }
    printf("\n enter search number=");
    scanf("%d",&s);

    if(n[0]==s||n[1]==s||n[2]==s||n[3]==s||n[4]==s){
        printf("\n your value is maching %d",s);
        }
        else{

           printf("\nnot maching %d",s);
           }

  printf("\nyour program is restar yes=1 and no=0:\n");
    scanf("%d",&r);
    if(r==1){
      printf("\nrestart program\n");
      printf ("your number is 1");
```

```c
12        for(i=0;i<5;i++)
13        {
14        scanf("\n%d",&n[i]);
15        }
16        for(i=0;i<5;i++)
17        {
18        printf("\nnumber is %d",n[i]);
19        }
20        printf("\n enter search number=");
21        scanf("%d",&s);
22
23        if(n[0]==s||n[1]==s||n[2]==s||n[3]==s||
   n[4]==s){
24            printf("\n your value is maching %d",s);
25            }
26            else{
27
28                printf("\nnot maching %d",s);
29                }
30
31     printf("\nyour program is restar yes=1 and
   no=0:\n");
32      scanf("%d",&r);
33      if(r==1){
34        printf("\nrestart program\n");
35        printf ("your number is 1");
36        retu();
37        }
38        else{
39        printf("\n your number %d \nover
   program",r);
40
41        }
42      return 0;
43  }
44
45
```

```
Enter 5 elements

number is 1
number is 2
number is 3
number is 4
number is 5
 enter search number=
 your value is maching 3
your program is restar yes=1 and
no=0:

restart program
your number is 1
Enter 5 elements

number is 11
number is 22
number is 33
number is 44
number is 55
 enter search number=
not maching 7
your program is restar yes=1 and
no=0:

 your number 0
over program
```

```c
#include <stdio.h>
 retu();
 int main()
 {
   retu();
  }
int retu()
{
  int i,j,m,r;
  printf("\nEnter your table value\n");
  scanf("%d",&j);
  printf("your value is %d \n\n TABAL
%d\n",j,j);
  for(i=1;i<=10;i++)
  {
    m=j*i;
    printf ("%d * %d = %d\n",j,i,m);
    }
    printf("\nyour program is restar yes=1 and
no=0:\n");
  scanf("%d",&r);
  if(r==1){
    printf("\nrestart program\n");
    printf ("your number is 1");
    retu();
    }
    else{
    printf("\n your number %d \nover
program",r);

    }
  return 0;
}
```

Enter your table value
your value is 4

  TABAL 4
4 * 1 = 4
4 * 2 = 8
4 * 3 = 12
4 * 4 = 16
4 * 5 = 20
4 * 6 = 24
4 * 7 = 28
4 * 8 = 32
4 * 9 = 36
4 * 10 = 40

your program is restar yes=1 and
no=0:

restart program
your number is 1
Enter your table value
your value is 5

  TABAL 5
5 * 1 = 5
5 * 2 = 10
5 * 3 = 15
5 * 4 = 20

```
4 * 8 = 32
4 * 9 = 36
4 * 10 = 40

your program is restar yes=1 and
no=0:

restart program
your number is 1
Enter your table value
your value is 5

 TABAL 5
5 * 1 = 5
5 * 2 = 10
5 * 3 = 15
5 * 4 = 20
5 * 5 = 25
5 * 6 = 30
5 * 7 = 35
5 * 8 = 40
5 * 9 = 45
5 * 10 = 50

your program is restar yes=1 and
no=0:

 your number 0
over program
```

```c
#include <stdio.h>

  int retu();

  int main(){
     retu();
}
int retu()
{

    int roll,funda,clang,html,total,r;
    float par;
    char n[20];

     printf("ENTER a NAME=");
     scanf("%s\n",&n);
     printf("ENTER a ROLL NO=");
     scanf("%d\n",&roll);
     printf("Enter FUNDAMENT mark=");
     scanf("%d\n",&funda);
     printf("Enter C LANGUAGE mark=");
     scanf("%d\n",&clang);
     printf("Enter HTML mark=");
     scanf("%d\n",&html);
     printf("\t\t\tMARKSHEET\n\n");

     printf("NAME=%s\n",n);
     printf("ROLL NO=%d\n",roll);
     printf("FUNDAMENT mark=%d\n",funda);
     printf("C LANGUAGE mark=%d\n",clang);
     printf("HTML mark=%d\n",html);
     total=funda+clang+html;
     printf("TOTAL= %d\n",total);
     par=total/3;
     printf("PERCENTILE=%f\n",par);
     if(par>33)
     {
```

```c
23      printf("Enter HTML mark=");
24      scanf("%d\n",&html);
25      printf("\t\t\tMARKSHEET\n\n");
26
27      printf("NAME=%s\n",n);
28      printf("ROLL NO=%d\n",roll);
29      printf("FUNDAMENT mark=%d\n",funda);
30      printf("C LANGUAGE mark=%d\n",clang);
31      printf("HTML mark=%d\n",html);
32      total=funda+clang+html;
33      printf("TOTAL= %d\n",total);
34      par=total/3;
35      printf("PERCENTILE=%f\n",par);
36      if(par>33)
37      {
38          printf("YOUR PASS");
39      }
40      else
41      {
42          printf("YOUR FAIL");
43      }
44
45
46    printf("\nyour program is restar yes=1 and
  no=0:\n");
47   scanf("%d",&r);
48   if(r==1){
49     printf("\nrestart program\n");
50     printf ("your number is 1");
51     retu();
52     }
53     else{
54     printf("\n your number %d \nover
  program",r);
55
56     }
57 }
```

ENTER a NAME=ENTER a ROLL NO=Enter
FUNDAMENT mark=Enter C LANGUAGE
mark=Enter HTML mark= MARKSHEET

NAME=pritam
ROLL NO=12
FUNDAMENT mark=56
C LANGUAGE mark=98
HTML mark=77
TOTAL= 231
PERCENTILE=77.000000
YOUR PASS
your program is restar yes=1 and
no=0:

restart program
your number is 1ENTER a NAME=ENTER a
ROLL NO=Enter FUNDAMENT mark=Enter C
LANGUAGE mark=Enter HTML mark=
MARKSHEET

NAME=pritam
ROLL NO=2
FUNDAMENT mark=67
C LANGUAGE mark=78
HTML mark=67
TOTAL= 212
PERCENTILE=70.000000
YOUR PASS

ROLL NO=12
FUNDAMENT mark=56
C LANGUAGE mark=98
HTML mark=77
TOTAL= 231
PERCENTILE=77.000000
YOUR PASS
your program is restar yes=1 and
no=0:

restart program
your number is 1ENTER a NAME=ENTER a
ROLL NO=Enter FUNDAMENT mark=Enter C
LANGUAGE mark=Enter HTML mark=
MARKSHEET

NAME=pritam
ROLL NO=2
FUNDAMENT mark=67
C LANGUAGE mark=78
HTML mark=67
TOTAL= 212
PERCENTILE=70.000000
YOUR PASS
your program is restar yes=1 and
no=0:

 your number 0
over program