

# ***PROGRAMMING FOR PROBLEM SOLVING ESC-18105***

---

## ***1. Program to print Welcome to budding Engineers***

---

```
#include<stdio.h>
int main()
{
    puts("Welcome to Budding Engineers");
    return 0;
}
```

### ***Output of the program***

---

Welcome to Budding Engineers

## ***2. Program to print Address using puts***

---

```
#include<stdio.h>
int main()
{
    puts("Address: 611-E Bhai Randhir Singh Nagar Ludhiana(Punjab)-141012");
    return 0;
}
```

### ***Output of the program***

---

Address: 611-E Bhai Randhir Singh Nagar Ludhiana(Punjab)-141012

## ***3. Program to find the sum of two numbers***

---

```
#include<stdio.h>
int addnum(int a,int b);
void main()
{
    int a,b;
    printf("Enter two numbers:\n ");
    scanf("%d",&a);
    scanf("%d",&b);
    int s=addnum(a,b);
    printf("Sum= %d\n",s);
}
int addnum(int a,int b)
{
    int s=a+b;
    return s;
}
```

## ***Output of the program***

---

```
Enter two numbers:
5
8
Sum= 13
```

## ***4. Program to Convert Celsius temperature to Fahrenheit temperature***

---

```
#include<stdio.h>
int main()
{
    float f,c;
    printf("Enter the temperature in Celsius= ");
    scanf("%f",&c);
    f=(c*9/5)+32;
    printf("Temperature in Fahrenheit= %.2f\n",f);
    return 0;
}
```

## ***Output of the program***

---

Enter the temperature in Celsius= 37  
Temperature in Fahrenheit= 98.60

## 5. Program to find Area and Perimeter of circle

---

```
#include<stdio.h>
int main()
{
    float r,area,perimeter;
    printf("Enter the radius of circle: ");
    scanf("%f",&r);
    area=3.14*r*r;
    perimeter=2*3.14*r;
    printf("Area of the circle: %.2f\n",area);
    printf("Perimeter of the circle: %.2f\n",perimeter);
    return 0;
}
```

### Output of the program

---

Enter the radius of circle: 5  
Area of the circle: 78.50  
Perimeter of the circle: 31.40

## 6. Program to swap two numbers without using a third variable

---

```
#include <stdio.h>
int main()
{
    int a,b;
    printf("Enter the value of a and b: ");
    scanf("%d%d",&a,&b);
    a=a+b;
    b=a-b;
    a=a-b;
    printf("Value of a is %d and b is %d\n",a,b);
}
```

### Output of the program

---

Enter the value of a and b: 5 10

Value of a is 10 and b is 5

## ***7. Program to find whether the number is even or odd***

---

```
#include<stdio.h>
int check(int a);
int main()
{
    int num;
    printf("Enter the number: ");
    scanf("%d",&num);
    int s=check(num);
    return 0;
}
int check(int a)
{
    int s1=a%2;
    if(s1==0)
        printf("Number is even\n");
    else
        printf("Number is odd\n");
    return s1;
}
```

## ***Output of the program***

---

Enter the number: 5

Number is odd

## ***8. Program to find the Factorial of an number***

---

```
#include<stdio.h>
int main()
{
    int n,i,p=1;
    printf("Enter the number: ");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        p=p*i;
    }
    printf("Factorial of %d is %d\n",n,p);
    return 0;
}
```

## *Output of the Program*

---

```
Enter the number: 5
Factorial of 5 is 120
```

## *9. Program to Reverse a number*

---

```
#include<stdio.h>
int main()
{
    int a,t,b,c;
    printf("Enter the number: ");
    scanf("%d",&a);
    t=a;
    while(a!=0)
    {
        b=a%10;
        c=c*10+b;
        a=a/10;
    }
    printf("Reverse of %d is %d\n",t,c);
    return 0;
}
```

## *Output of the Program*

---

Enter the number: 586

Reverse of 586 is 685

## 10. Program to play Fizzbuzz

---

```
#include<stdio.h>
void main()
{
    int a,i;
    printf("Enter the limit: ");
    scanf("%d",&a);
    for(i=1;i<=a;i++)
    {
        if(i%3==0&& i%5!=0)
            printf("fizz\n");
        if(i%5==0&& i%3!=0)
            printf("buzz\n");
        if(i%3==0&& i%5==0)
            printf("fizzbuzz\n");
        if(i%3!=0&& i%5!=0)
            printf("%d\n",i);
    }
    return 0;
}
```

## Output of the program

---

```
Enter the limit: 15
1
2
fizz
4
buzz
fizz
7
8
fizz
buzz
11
fizz
13
14
fizzbuzz
```

## 11. Program to find the days of week using Switch Case

---

```
#include<stdio.h>
int main()
{
    int number;
    printf("Enter an number to print days of the week  (1, 2, 3, 4, 5, 6, 7): ");
    scanf("%d", &number);
    switch(number)
    {
        case 1:
            puts("Monday");
            break;
        case 2:
            puts("Tuesday");
            break;
        case 3:
            puts("Wednesday");
            break;
        case 4:
            puts("Thursday");
            break;
        case 5:
            puts("Friday");
            break;
        case 6:
            puts("Saturday");
            break;
        case 7:
            puts("Sunday");
            break;
        default:
            printf("Error! keyword is not correct\n");
    }

    return 0;
}
```

### Output of a program

---

```
Enter an number to print days of the week  (1, 2, 3, 4, 5, 6, 7): 5
Friday
```

## 12. Program to make a simple calculator using Switch case

---

```
# include <stdio.h>
int main() {
    char operator;
    double a,b;
    printf("Enter an operator (+, -, *,,/): ");
    scanf("%c", &operator);
    printf("Enter two operands: \n");
    scanf("%lf %lf",&a, &b);
    switch(operator)
    {
        case '+':
            printf("%.2f + %.2f = %.2f\n",a, b, a + b);
            break;
        case '-':
            printf("%.2f - %.2f = %.2f\n",a, b, a - b);
            break;
        case '*':
            printf("%.2f * %.2f = %.2f\n",a, b, a * b);
            break;
        case '/':
            printf("%.2f / %.2f = %.2f\n",a, b, a / b);
            break;
        default:
            printf("Error! operator is not correct\n");
    }

    return 0;
}
```

## ***Output of the Program***

---

```
Enter an operator (+, -, *,,/): *
Enter two operands:
5
7
5.00 * 7.00 = 35.00
```

## ***13. Program to check Leap year***

---



```
#include<stdio.h>
int main()
{
    int y;
    printf("Enter the year= ");
    scanf("%d",&y);
    if(y%4==0)
        printf("It is a leap year\n");
    else
        printf("It is not a leap year\n");
    return 0;
}
```

## ***Output of the program***

---

```
Enter the year= 2000
It is a leap year
```

## ***14. Program to check Prime number***

---

```
#include<stdio.h>
int main()
{
    int a,i,c=0;
    printf("Enter the number\n");
    scanf("%d",&a);
    for(i=1;i<=a;i++)
    {
        if(a%i==0)
            c++;
    }
    if(c==2)
        printf("Number is prime\n");
    else
        printf("Number is not prime\n");
    return 0;
}
```

## ***Output of the program***

---

```
Enter the number
5
Number is prime
```

## 15. Program to check Palindrome number

---

```
#include<stdio.h>
int main()
{
    int n,t,a,b=0;
    printf("Enter the number\n");
    scanf("%d",&n);
    t=n;
    while(n!=0)
    {
        a=n%10;
        b=b*10+a;
        n=n/10;
    }
    if(b==t)
        printf("Number is palindrome\n");
    else
        printf("Number is not palindrome\n");
    return 0;
}
```

## Output of the Program

---

```
Enter the number
121
Number is palindrome
```

## 16. Program to check Palindrome word

---

```
#include<stdio.h>
#include<string.h>
int main()
{
    char a[100],b[100],c[100];
    printf("Enter the word: ");
    scanf("%s",a);
    strcpy(c,a);
    int l=strlen(a);
    for(int i=1;i<=l;i++)
        b[i]=a[l-i];
    if(strcmp(b,c)==0)
        printf("Word is Palindrome\n");
    else
        printf("Word is not Palindrome\n");
}
```

## ***Output of the program***

---

```
Enter the word: madam
Word is Palindrome
```

## ***17. Program to print Fibonnacci Series***

---

```
#include <stdio.h>
int main()
{
    int n,a=0,b=1,c=0,i;
    printf("Enter ther limit of series ");
    scanf("%d",&n);
    printf("%d %d ",a,b);
    for(i=2;i<=n;i++)
    {
        c=a+b;
        printf("%d ",c);
        a=b;
        b=c;
    }
    printf("\n");
    return 0;
}
```

## ***Output of the program***

Enter ther limit of series 15

0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610

## 18. Program to enter elements and display a 1D array

---

```
#include<stdio.h>
int main()
{
    int a[100],n;
    printf("Enter the limit of array: ");
    scanf("%d",&n);
    printf("Enter the elements for array:\n");
    for(int i=1;i<=n;i++)
        scanf("%d",&a[i]);
    printf("Array\n");
    for(int i=1;i<=n;i++)
        printf("%d ",a[i]);
    printf("\n");
    return 0;
}
```

## Output of the program

---

```
Enter the limit of array: 5
Enter the elements for array:
2
2
4
5
7
Array
2 2 4 5 7
```

## 19. Program to enter elements and display a 2D array

---

```
#include<stdio.h>
int main()
{
    int a[3][3];
    printf("Enter the value for 3*3 matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            scanf("%d",&a[i][j]);
    }
    printf("Matrix A\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",a[i][j]);
        printf("\n");
    }
}
```

## *Output of the program*

---

```
Enter the value for 3*3 matrix
5
2
1
4
5
7
5
8
9
Matrix A
5      2      1
4      5      7
5      8      3
```

## *20. Program to Add two matrices*

---

```
#include <stdio.h>
int main()
{
    int a[3][3],b[3][3],c[3][3];
    printf("Enter the value for first matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            scanf("%d",&a[i][j]);
    }
    printf("Enter the value for second matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            scanf("%d",&b[i][j]);
    }
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            c[i][j]=a[i][j]+b[i][j];
    }
    printf("First Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",a[i][j]);
        printf("\n");
    }
    printf("Second Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",b[i][j]);
        printf("\n");
    }
    printf("Result of Addition of Two Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",c[i][j]);
        printf("\n");
    }
}
```

## *Output of the program*

---

```
Enter the value for first matrix
5
2
3
6
4
1
2
5
7
Enter the value for second matrix
4
5
1
7
8
6
5
1
2
First Matrix
5      2      3
6      4      1
2      5      7
Second Matrix
4      5      1
7      8      6
5      1      2
Result of Addition of Two Matrix
9      7      4
13     12     7
7      6      9
```

## ***21. Program to find Transpose of a matrix***

---

```
#include <stdio.h>
int main()
{
    int a[3][3],b[3][3],c[3][3];
    printf("Enter the value for matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            scanf("%d",&a[i][j]);
    }
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            c[j][i]=a[i][j];
    }
    printf("First Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",a[i][j]);
        printf("\n");
    }
    printf("Result of Transpose of Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",c[i][j]);
        printf("\n");
    }
}
```

## *Output of the program*

---



Enter the value for matrix

2

5

4

7

8

9

6

4

5

Matrix

2	5	4
---	---	---

7	8	9
---	---	---

6	4	5
---	---	---

Result of Transpose of Matrix

2	7	6
---	---	---

5	8	4
---	---	---

4	9	5
---	---	---

## ***22. Program to find Subtraction of two matrices***

---

```
#include <stdio.h>
int main()
{
    int a[3][3],b[3][3],c[3][3];
    printf("Enter the value for first matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            scanf("%d",&a[i][j]);
    }
    printf("Enter the value for second matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            scanf("%d",&b[i][j]);
    }
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            c[i][j]=a[i][j]-b[i][j];
    }
    printf("First Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",a[i][j]);
        printf("\n");
    }
    printf("Second Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",b[i][j]);
        printf("\n");
    }
    printf("Result of Subtraction of Two Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",c[i][j]);
        printf("\n");
    }
}
```

Output of the program

Enter the value for first matrix

5  
2  
1  
4  
7

```
8
6
5
4
Enter the value for second matrix
2
1
7
5
4
7
6
3
1
First Matrix
5      2      1
4      7      8
6      5      4
Second Matrix
2      1      7
5      4      7
6      3      1
Result of Subtraction of Two Matrix
3      1      -6
-1     3      1
0      2      3
```

## ***23. Program to find multiplication of two matrices***

---

```
#include <stdio.h>
int main()
{
    int a[3][3],b[3][3],c[3][3],sum;
    printf("Enter the value for first matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            scanf("%d",&a[i][j]);
    }
    printf("Enter the value for second matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            scanf("%d",&b[i][j]);
    }
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
        {
            sum=0;
            for(int k=1;k<=3;k++)
                sum=sum+a[i][k]*b[k][j];
            c[i][j]=sum;
        }
    }
    printf("First Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",a[i][j]);
        printf("\n");
    }
    printf("Second Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",b[i][j]);
        printf("\n");
    }
    printf("Result of Multiplication of Two Matrix\n");
    for(int i=1;i<=3;i++)
    {
        for(int j=1;j<=3;j++)
            printf("%d\t",c[i][j]);
        printf("\n");
    }
}
```

## *Output of the program*

---

```
Enter the value for first matrix
2
3
4
5
1
4
7
2
3
Enter the value for second matrix
2
3
1
4
5
2
3
4
5
First Matrix
2      3      4
5      1      4
7      2      3
Second Matrix
2      3      1
4      5      2
3      4      5
Result of Multiplication of Two Matrix
28      37      28
26      36      27
31      43      26
```

## *24. Program to find square of a number using function*

---

```
#include<stdio.h>
int square(int x);
int main()
{
    int n,s;
    printf("Enter the number: ");
    scanf("%d",&n);
    s=square(n);
    printf("Square of %d= %d\n",n,s);
}
int square(int x)
{
    int s=x*x;
    return s;
}
```

## ***Output of the program***

---

Enter the number: 5  
Square of 5= 25

## ***25. Program to swap two numbers using call by value***

---

```
#include <stdio.h>
void swap(int, int);
int main()
{
    int x, y;
    printf("Enter the value of x and y\n");
    scanf("%d%d",&x,&y);
    printf("Before Swapping\nx = %d\ny = %d\n", x, y);
    swap(x, y);
    printf("After Swapping\nx = %d\ny = %d\n", x, y);
    return 0;
}
void swap(int a, int b)
{
    int temp;
    temp = b;
    b = a;
    a = temp;
}
```

## *Output of the program*

---

```
Enter the value of x and y
5
3
Before Swapping
x = 5
y = 3
After Swapping
x = 5
y = 3
```

## *26. Program to swap two numbers using call by reference*

---

```
#include <stdio.h>
void swap(int * num1, int * num2);
int main()
{
    int num1, num2;
    printf("Enter two numbers: ");
    scanf("%d%d", &num1, &num2);
    printf("Before swapping in main n");
    printf("Value of num1 = %d \n", num1);
    printf("Value of num2 = %d \n\n", num2);
    swap(&num1, &num2);
    printf("After swapping in main n");
    printf("Value of num1 = %d \n", num1);
    printf("Value of num2 = %d \n\n", num2);
    return 0;
}
void swap(int * num1, int * num2)
{
    int temp;
    temp = *num1;
    *num1= *num2;
    *num2= temp;
}
```

## *Output of the program*

---

```
Enter two numbers: 5
3
Before swapping in main nValue of num1 = 5
Value of num2 = 3

After swapping in main nValue of num1 = 3
Value of num2 = 5
```

## ***27. Program to find Factorial of a number using recursion***

---

```
#include <stdio.h>
int factorial(int n);
int main()
{
    int n;
    printf("Enter the number: ");
    scanf("%d", &n);
    printf("Factorial of %d = %ld\n", n, factorial(n));
    return 0;
}
int factorial(int n)
{
    if (n>=1)
        return n*factorial(n-1);
    else
        return 1;
}
```

## ***Output of the program***

---

```
Enter the number: 5
Factorial of 5 = 120
```

## ***28. Program to print Fibonnicci Series using recursion***

---



```
#include<stdio.h>
int Fibonacci(int);
int main()
{
    int n,i=0;
    printf("Enter the limit: ");
    scanf("%d",&n);
    printf("Fibonacci series\n");
    for(int j=0;j<=n;j++)
    {
        printf("%d ",Fibonacci(i));
        i++;
    }
    printf("\n");
    return 0;
}
int Fibonacci(int n)
{
    if(n==0)
        return 0;
    else if(n==1)
        return 1;
    else
        return ( Fibonacci(n-1) + Fibonacci(n-2) );
}
```

## ***Output of the program***

---

```
Enter the limit: 15
Fibonacci series
0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610
```

## ***29. Program to enter elements in a structure and display them***

---

```
#include <stdio.h>
struct patient
{
    char name[10];
    float age;
    char gender;
};
int main()
{
    struct patient p;
    printf("Enter the name: ");
    scanf("%s",p.name);
    printf("Enter the age: ");
    scanf("%f",&p.age);
    printf("Enter the gender: ");
    scanf(" %c",&p.gender);
    printf("%s of age %.2f of gender %c is having liver disease\n",p.name,p.age,p.gen
    return 0;
}
```

## *Output of the program*

---

```
Enter the name: Manik
Enter the age: 43
Enter the gender: M
Manik of age 43.00 of gender M is having liver disease
```