Exp. No : 1.1 (a)	
Date :	Swap Two Numbers

AIM:

To write a C-program to swap two numbers using pointers and function

PSEUDOCODE:

```
BEGIN
input two numbers num1,num2,temp
input pointers *a,*b
Display before swap values num1,num2
temp=*b
*b=*a
*a=*temp
Display after swap values num1,num2
END
```

SOURCE CODE:

```
#include <stdio.h>
int main()
{
  int num1,num2, *a, *b, temp;

  printf("Input num1:\n");
  scanf("%d", &num1);
  printf("Input num2:");
  scanf("%d", &num2);
  a = &num1;
  b = &num2;
  temp = *b;
  *b = *a;
  *a = temp;
  printf("Values after Swapping\nNum1 = %d\nNum2 = %d\n", num1,num2);
  return 0;
}
```

RESULT:

Thus the program to swap two numbers using pointers is executed successfully and the output is verified.

Exp. No: 1.1(b)

Date:

To Calculate The Pooja's Account Balance

Aim:

To write C-program to Calculate Pooja's Account Balance after an attemped transaction

PSEUDOCODE:

```
BEGIN
DECLARE i=0,t,x,*px as integer
DECLARE c,y,*py as float
Get t
for i<t
get x,y
ASSIGN address of x,y to *px,*py
If *px\%5 == 0
Calculate c=*py-(float)*px-0.5
If c<0
Print *py
Else
Print c
END if
Else
Print *py
END if
END for
END
```

SOURCE CODE:

```
#include <stdio.h>
int main()
       int x,i,t,*px;
       float y,*py,c;
       scanf("%d",&t);
       for(i=0;i< t;i++){
       scanf("%d%f",&x,&y);
       px=&x;
       py=&y;
       if(*px\%5==0){
              c=*py-(float)*px-0.5;
           if(c<0)
        printf("%.2f",*py);
             printf("%.2f",c);}
  else{
       printf("%.2f",*py);}}
```

```
3
30 120.08
89.50
42 120.00
120.00
300 120.00
120.00
120.00
120.so
Process exited after 37.48 seconds with return value 3
Press any key to continue . . .
```

RESULT:

Thus the program for finding pooja's account balance using pointers is ececuted successfully and the output is verified

Exp. No: 1.1 (c)

Date:

To Change The Constant Value

AIM:

To write a C-program to change the value of constant integer

PSEUDOCODE:

BEGIN

DECLARE constant a=10 as a integer

DECLARE *ap,b as a integer

Print enter a value to change constant

Get b

Print Before change-constant value a

Initialize ap=&a,*ap=b

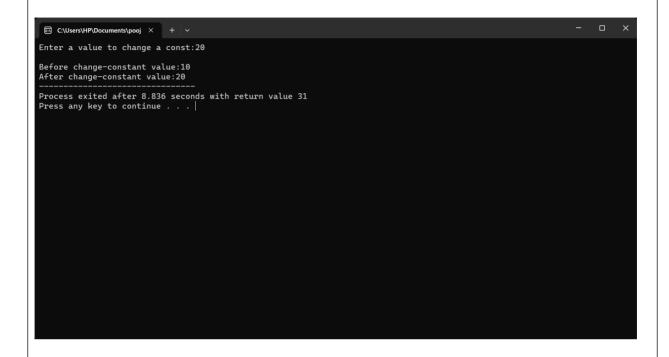
Print After change-constant value a

END

SOURCE CODE:

```
#include <stdio.h>
int main()
{
      const int a=10;
      int *ap,b;
      printf("Enter a value to change a const:");
      scanf("%d",&b);
      printf("\nBefore change-constant value:%d",a);
      ap=&a;
      *ap=b;
      printf("\nAfter change-constant value:%d",a);
}
```

717822F125



RESULT:

Thus the program for changing the value of constant using pointer is executed successfully and the output is verified.

Exp. No: 1.1(d)

Date:

To Check Course is Registered or Not

Aim:

To write C-program to determine it will be possible for all the N friends to register for the course or not.

PSEUDOCODE:

```
BEGIN
DECLARE i=0,t,n,m,k,*pn,*pm,*pk,a as integer
Get t
for i<t
get n,m,k
ASSIGN address of n,m,k to *pn,*pm,*pk
a=n+k
If a<=m
Print YES
Else
Print NO
END if
END for
END
```

SOURCE CODE:

```
#include <stdio.h>
int main()
{
       int i,t,n,m,k,a;
       int *pn,*pm,*pk;
       scanf("%d",&t);
       for(i=0;i< t;i++)
              scanf("%d%d%d",&n,&m,&k);
              pn=&n;
              pm=&m;
              pk=&k;
              a=n+k;
              if(a \le m)
               printf("YES");
              printf("NO");}
}
```

RESULT:

Thus the program to determine it will be possible for all the N friends to register for the course or not is ececuted successfully and the output is verified