

```
printf("Enter a number");
   scanf("%d", &num);
   printf("Number is %d", num);
   return 0;
}
```

3. WAP. to accept two numbers and print their addition, subtraction,

```
multiplication, division.
  Test Data
                                                                                             Q
  Enter 2 number: 5 10
  Expected Output
                                                                                             Q
  Addition = 15
  Subtraction = -5
  Multiplication = 50
  Division = 0
  Source Code
                                                                                             Q
  #include <stdio.h>
  int main(){
      int add, mul, sub, div, num1, num2;
      printf("\nEnter 2 number:");
      scanf("%d %d", &num1, &num2);
      add = num1 + num2;
      sub = num1 - num2;
      mul = num1 * num2;
      div = num1 / num2;
      printf("Addition = %d \nSubtraction = %d \nMultiplication = %d \nDivision = %d"
      , add, sub, mul, div);
     return 0;
  }
```

4. WAP. to input a number and change the sign.

Test Data

Enter a number: 5

```
Enter a number: -5
  Expected Output
                                                                                           Q
  Changed number = -5
  Changed number = 5
  Source Code
                                                                                           Q
  #include <stdio.h>
  int main(){
     int num;
      printf("Enter a number: ");
     scanf("%d", &num);
      num = num * -1;
      printf("Changed number = %d", num);
      return 0;
  }
5. WAP. to input two number and display quotient and remainder.
  Test Data
                                                                                           Q
  input number: 98 4
  Expected Output
                                                                                           Q
  quotient = 24
  remainder = 2
  Source Code
                                                                                           Q
  #include <stdio.h>
  int main(){
      int dividend, divisor, quotient, remainder;
      printf("Enter Dividend and Division: ");
      scanf("%d %d", &dividend, &divisor);
      quotient = dividend / divisor;
      remainder = dividend % divisor;
      printf("Quotient = %d Remainder = %d", quotient, remainder);
      return 0;
  }
```

6. WAP. to display last digit of a number.

Test Data

```
Q
Enter a number: 153
Expected Output
                                                                                          Q
Last digit = 3
Source Code
                                                                                          0
#include <stdio.h>
int main(){
   int num;
   printf("Enter a number: ");
   scanf("%d", &num);
   num = num % 10;
   printf("Last digit = %d", num);
   return 0;
}
```

7. WAP. to accept a number from user and print it's square & cube in C language.

Test Data

```
Enter a number = 5

Expected Output

Square = 25 Cube = 125
```

Source Code

```
#include <stdio.h>

int main(){
   int num, cube, square;
   printf("Enter a number: ");
   scanf("%d", &num);
```

```
cube = num * num;
square = num * num;
printf("Square: %d Cube: %d \n", square, cube);
return 0;
}
```

8. WAP. to calculate Area and Circumference of a Circle.

Formula

Area of a Circle = πr^2

Circumference of a circle = $2\pi r$

Test Data

```
Enter Radius: 15
```

Expected Output

```
Area of a circle = 78.525002

Circumference of a circle = 31.410000
```

Source Code

```
#include <stdio.h>

int main(){

    float area, circum, radius, pi = 3.14153;

    printf("\nEnter Radius: ");
    scanf("%f", &radius);

    area = radius * radius * pi;
    circum = 2 * pi * radius;

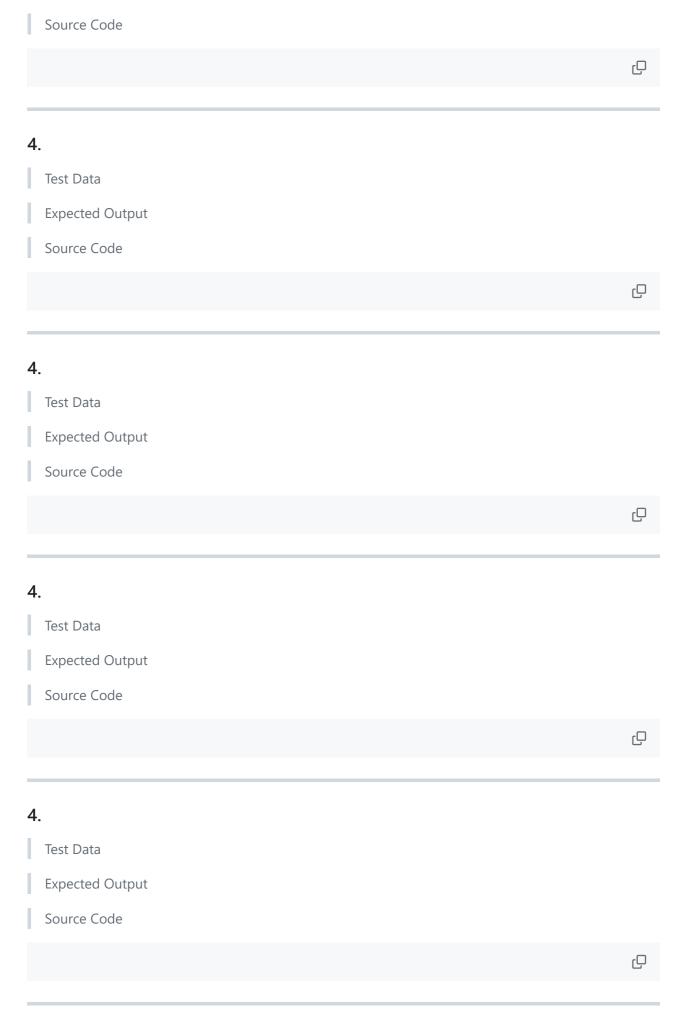
    printf("Area of the circle: %f \n", area);
    printf("Circumference of the circle: %f \n", circum);

    return 0;
}
```

9.

Test Data

Expected Output



Test Data	
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Test Data	
Expected Output	
Source Code	
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