

## Assignment - 5

- (1) Write a program to calculate the sum of two numbers.

Ans

```
#include <stdio.h>
int main()
{
    int a, b;
    printf("Enter two Number");
    scanf("%d %d", &a, &b);
    int s = a + b;
    printf("Sum is %d", s);
}
```

Output : Enter two No

5 3

Sum is 8

- (2) Write a program to calculate the area of circle.

```
#include <stdio.h>
#include <conio.h>
int main()
{
    int radius;
    printf("Enter a radius");
    scanf("%d", &radius);
    int float area = 3.14 * radius * radius;
    printf("Area of circle is %f", area);
}
```

(3) write a program to calculate the value of a cuboid.

Ans

```
#include <stdio.h>
int main()
{
    int l, w, h;
    printf("Enter length, width and height");
    scanf("%d %d %d", &l, &w, &h);
    int volume = l * w * h;
    printf("The value of cuboid is %d", volume);
    return 0;
}
```

Output: Enter l w and h  
5 3 2  
= 30

5 3 2 90  
= 30 Aug

(4) write a program to calculate the simple interest.

Ans

```
#include <stdio.h>
int main()
{
    int p, t, s;
    float interest;
    printf("Enter principal time and rate");
    scanf("%d %d %f", &p, &t, &s);
    interest = p * t * s / 100;
    printf("Simple interest is %f", interest);
    return 0;
}
```

500 12 | 5  
Simple interest is 300

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(5) Write a program to calculate the area of a rectangle.

Ans

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

```
int main()
```

```
{
```

```
    int l, w;
```

printf("Enter Length and width");

```
scanf("%d %d", &l, &w);
```

```
int area = l * w;
```

printf("Area of rectangle %.2f", area);

```
return 0;
```

Output: Enter Length and width

```
5 4
```

Area of rectangle 20

(6) write a program to average of three numbers.

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

```
int main()
```

```
{
```

```
    int a, b, c;
```

printf("Enter three numbers");

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

```
float avg = (a + b + c) / 3.0;
```

printf("Average of three numbers is %.2f", avg);

```
return 0;
```

Output: Enter three numbers

```
3 5 5
```

Average of three No is 4.3333



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(7)

Write a program to calculate the square of a given number.

Ans

```
#include <stdio.h>
int main()
{
    int a;
    printf("Enter a number");
    scanf("%d", &a);
    printf("Square is %d", a*a);
    return 0;
}
```

Output: Enter a number 5

Square is 25

(8)

Write a program which takes a character as input and print its ASCII code.

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

```
int main()
```

```
{
```

```
char ch;
```

```
printf("Enter Any character");
scanf("%c", &ch);
```

```
if(ch == 'a' || ch == 'A')
```

```
    printf("ASCII code is %d", ch);
}
```

```
return 0;
}
```

Output: Enter Any character

ASCII code is 97



(9) write a program to calculate the profit percentage upon selling a product. cost price and selling price are given by the user

Ans #include <stdio.h>

```
int main()
{
```

    int selling, cost;

    printf("Enter selling price and cost price");

    scanf("%f %f", &selling, &cost);

    int profit = selling - cost;

    float percentage = ~~cost~~ .(profit \* 100 / cost);

    printf("Profit percentage is %.2f", percentage);

    return 0;

} // output: Enter selling and cost

7 // output: profit percentage is 66.66666666666667

(10) write a program to calculate the area of triangle where base and height of the triangle are given.

Ans #include <stdio.h>

```
int main()
{
```

    int b, h;

    printf("Enter base and height");

    scanf("%d %d", &b, &h);

    float area = (1.0 / 2.0) \* b \* h;

    printf("Area of triangle is %.2f", area);

    return 0;

// output: Enter base and height

5 2

Area of triangle is 10

