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**Section-** EE A2  **Roll Number:** 2016059

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| S.No | PROJECT NAME | DATE | TEACHER SIGN |
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| 2 | Program to do arithmetic calculation |  |  |
| 3 | Program to use different types of data types  (Floats and Integers) |  |  |
| 4 | Program to use logical Operators |  |  |
| 5 | Program to use relational Operators |  |  |
| 6 | Program to use Increment and Decrement Operators |  |  |
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| 12 | Fibonacci series |  |  |
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# Practical Number - 1

**Practical Name -** **Program to print favorite Poem**

**Practical code**

#include <stdio.h>

int main()

{

printf(" RAVINDER SINGH \n EE A2 \n ROLL NO:2016059 ");

printf("\n poem \n");

printf(" The fallen leaves are cornflakes \n");

printf(" That fill the lawn’s wide dish \n");

printf(" And night and noon \n");

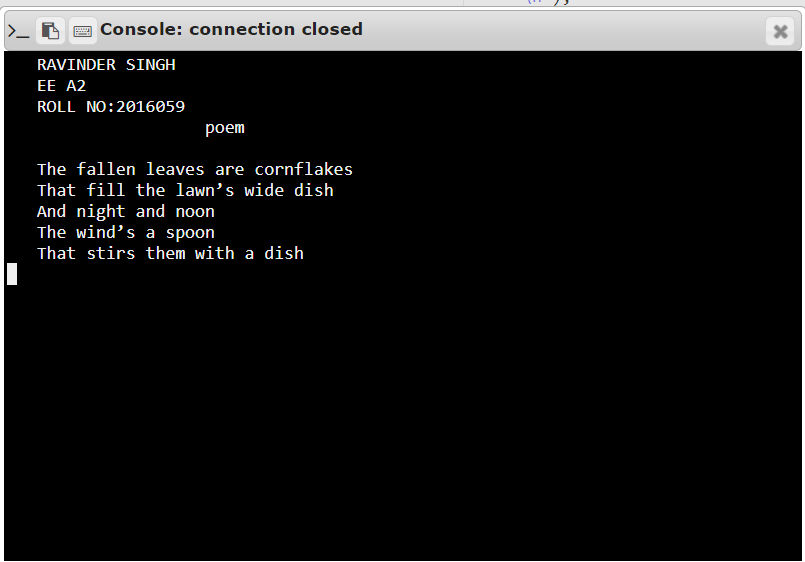
printf(" The wind’s a spoon \n");

printf(" That stirs them with a dish \n");

return 0;

}

# Output



**Practical number - 2**

**Practical Name - Program to do arithmetic calculation**

**Practical code**

#include <stdio.h> int main()

{

int a, b, sum; a=12;

b=25;

sum=a+b;

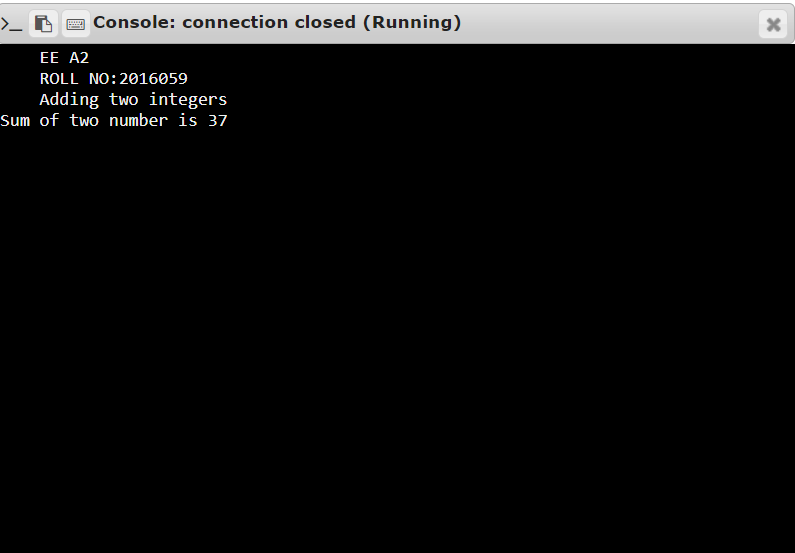
printf("EE A2 \n ROLL NO:2016059 \n Adding two integers \n");

printf("Sum of two number is %d",sum);

return 0;

}

# Output



**Practical number -3**

**Practical Name - Program to use different types of data types**

**(Floats and Integers)**

**Q. Write a C program to compute the perimeter and area of a circle with a radius of 6**

**inches.**

**Practical Code**

#include <stdio.h>

int main()

{

int radius;

float area, perimeter;

radius = 6;

perimeter = 2\*3.14\*radius;

printf("Perimeter of the Circle = %f inches\n", perimeter);

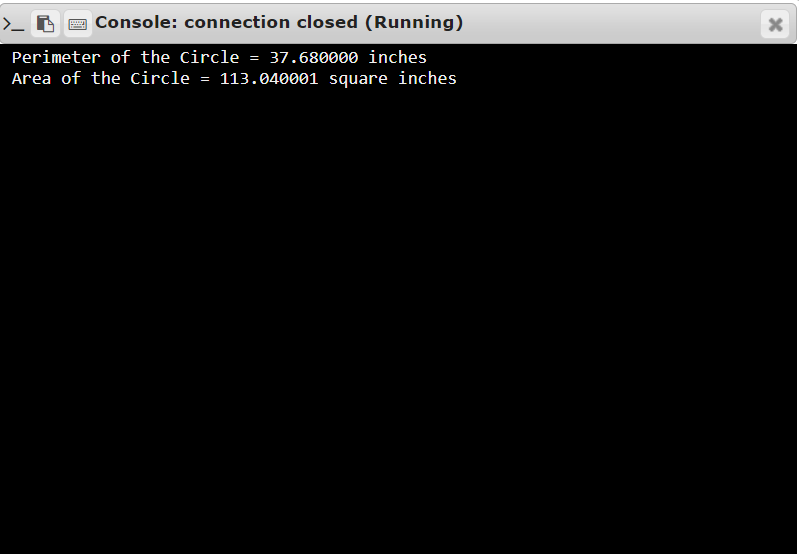
area = 3.14\*radius\*radius;

printf("Area of the Circle = %f square inches\n", area);

return(0);

}

**Output**

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**Practical number -4**

**Practical Name - Program to use logical Operators**

> **Practical Code**

#include <stdio.h

int main()

{

int a = 5, b = 5, c = 10, result;

printf(" EE A2 \n Roll no:2016059 \n Program to use logical Operators\n");

result = (a == b) && (c > b);

printf(" (a == b) && (c > b) is %d \n", result);

result = (a == b) && (c < b);

printf(" (a == b) && (c < b) is %d \n", result);

result = (a == b) || (c < b);

printf(" (a == b) || (c < b) is %d \n", result);

result = (a != b) || (c < b);

printf(" (a != b) || (c < b) is %d \n", result);

result = !(a != b);

printf(" !(a != b) is %d \n", result);

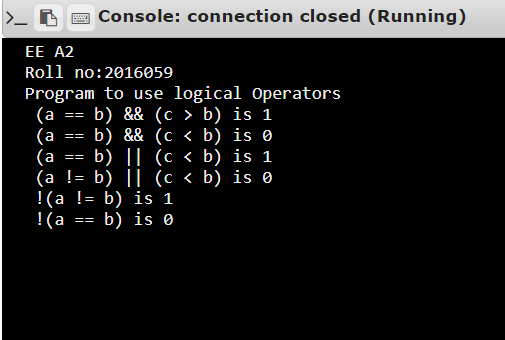
result = !(a == b);

printf(" !(a == b) is %d \n", result);

return 0;

}

**Output**



**Practical number -5**

**Practical Name - Program to use relational Operators**

**Practical Code**

#include <stdio.h>

int main()

{

int a = 5, b = 5, c = 10;

printf(" EE A2 \n Roll no:2016059 \n Program to use relational Operators\n");

printf(" %d == %d is %d \n", a, b, a == b);

printf(" %d == %d is %d \n", a, c, a == c);

printf(" %d > %d is %d \n", a, b, a > b);

printf(" %d > %d is %d \n", a, c, a > c);

printf(" %d < %d is %d \n", a, b, a < b);

printf(" %d < %d is %d \n", a, c, a < c);

printf(" %d != %d is %d \n", a, b, a != b);

printf(" %d != %d is %d \n", a, c, a != c);

printf(" %d >= %d is %d \n", a, b, a >= b);

printf(" %d >= %d is %d \n", a, c, a >= c);

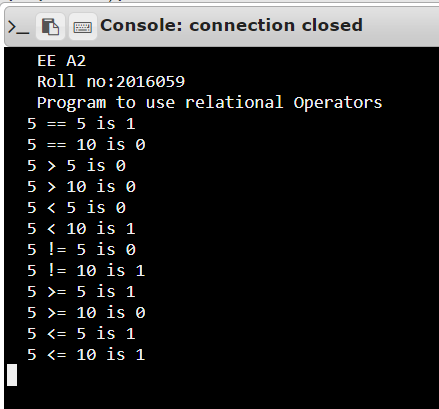
printf(" %d <= %d is %d \n", a, b, a <= b);

printf(" %d <= %d is %d \n", a, c, a <= c);

return 0;

}

**Output**



**Practical number -6**

**Practical Name - Program to use Increment and Decrement Operators**

**Code Practical**

#include<stdio.h>

int main()

{

int x = 12, y = 1;

printf(" EE A2 \n Roll no:2016059 \n Program to use Increment and Decrement Operators \n");

printf("\n Initial value of x = %d\n", x);

printf(" Initial value of y = %d\n\n", y);

y = ++x;

printf(" After incrementing by 1: x = %d\n", x);

printf(" y = %d\n\n", y);

y = --x;

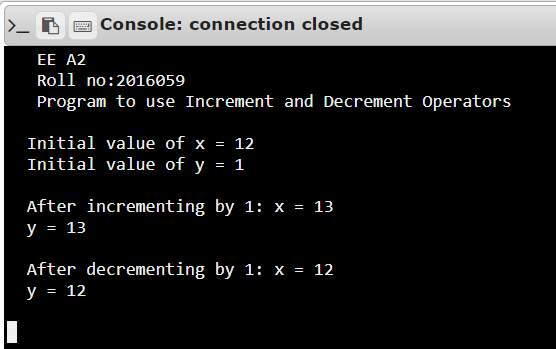
printf(" After decrementing by 1: x = %d\n", x);

printf(" y = %d\n\n", y);

return 0;

}

**Output**



**Practical number -7**

**Practical Name - Program to use If-else, If else ladder**

**Q. Write a program to find largest number given by user.**

**Practical Code**

#include<stdio.h>

int main()

{

int a,b,c;

printf(" EE A2 \n Roll no:2016059 \n Program to use If-else, If else ladder\n");

printf(" Enter three numbers: \n");

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

if(a>b && a>c)

{

printf("Largest = %d", a);

}

else if(b>a && b>c)

{

printf("Largest = %d", b);

}

else

{

printf("Largest = %d", c);

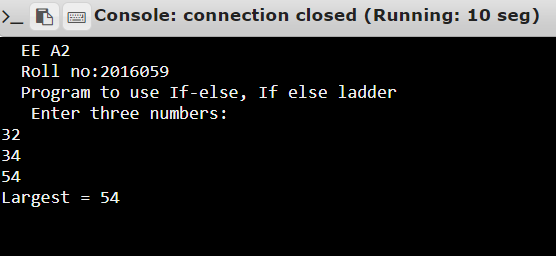
}

return (0);

}

}

**Output**

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**Practical number -8**

**Practical Name - Program to for loop, nested for loop**

**Q.** Write a program which uses a nested for loop to find the prime numbers from 2 to 100

**Practical Code**

#include <stdio.h>

int main () {

int i, j;

printf(" EE A2 \n Roll no:2016059 \n Program to for loop, nested for loop \n");

for(i = 2; i<100; i++)

{

for(j = 2; j <= (i/j); j++)

if(!(i%j)) break; // if factor found, not prime

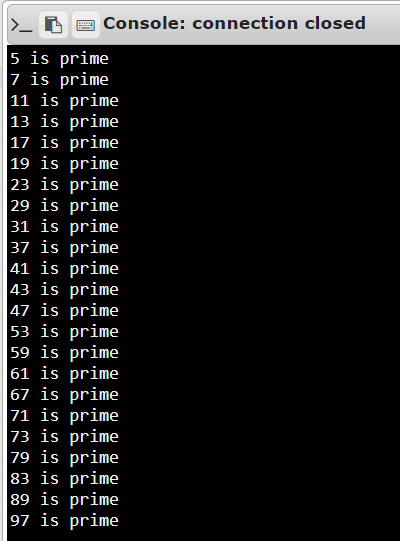
if(j > (i/j)) printf("%d is prime\n", i);

}

return 0;

}

**Output**



**Practical number -9**

**Practical Name - Program to use while loop, do while loop**

**Practical Code**

// Program to add numbers until the user enters zero

#include <stdio.h>

int main()

{

double number, sum = 0;

// the body of the loop is executed at least once

do

{

printf(" Enter a number: ");

scanf("%lf", &number);

sum += number;

}

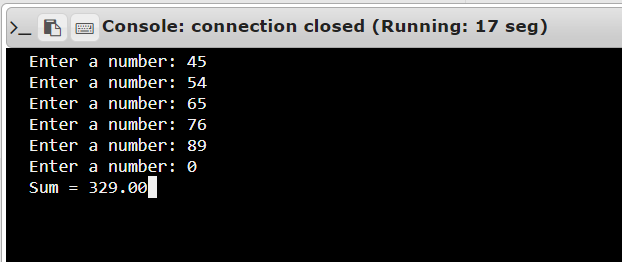
while(number != 0.0);

printf(" Sum = %.2lf",sum);

return 0;

}

**Output**



**Practical number -10**

**Practical Name - Program to use switch (Break & Continue)**

**Practical Code**

// Program to calculate the sum of numbers (10 numbers max)

// If the user enters a negative number, the loop terminates

#include <stdio.h>

int main() {

int i;

printf(" EE A2\n Roll no:2016059 \n Program to use switch (Break & Continue) \n");

double number, sum = 0.0;

for (i = 1; i <= 10; ++i) {

printf(" Enter a n%d: ", i);

scanf("%lf", &number);

// if the user enters a negative number, break the loop

if (number < 0.0) {

break;

}

sum += number; // sum = sum + number;

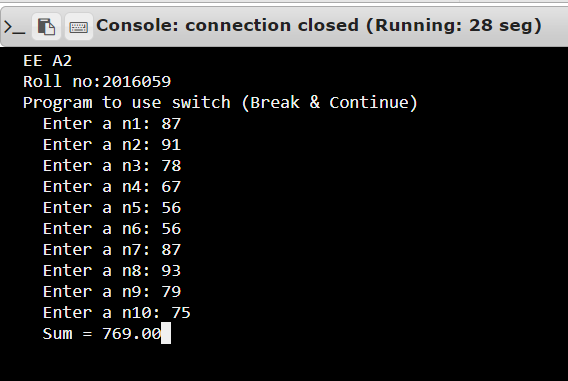
}

printf(" Sum = %.2lf", sum);

return 0;

}

**Output**



**Practical number -11**

**Practical Name - Program to display student info. Using structure**

**Practical Code**

#include <stdio.h>

struct student

{

char name[50];

int roll;

float marks;

};

int main()

{ //Ravinder singh

struct student s;

printf("Enter The Information of Students :\n\n");

printf("Enter Name : ");

scanf("%s",s.name);

printf("Enter Roll No. : ");

scanf("%d",&s.roll);

printf("Enter marks : ");

scanf("%f",&s.marks);

printf("\nDisplaying Information\n");

printf("Name: %s\n",s.name);

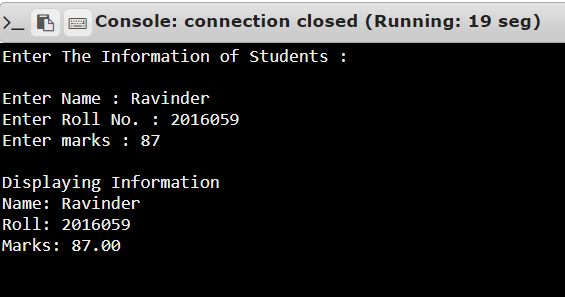
printf("Roll: %d\n",s.roll);

printf("Marks: %.2f\n",s.marks);

return 0;

}

**Output**



**Practical number -12**

**Practical Name – Fibonacci series**

**Practical Code**

#include <stdio.h>

int main ()

{

int i,total,t1=0,t2=1,next;

printf(" EE A2\n Roll no:2016059 \n Program for Fibonacii series\n");

printf(" enter the number of terms\n");

scanf(" %d", &total);

printf("Fibonacii series ");

for (i=1; i<=total; i++)

{printf("%d", t1);

next=t1+t2;

t1=t2;

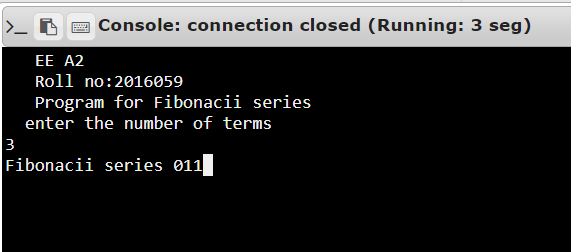
t2=next;

}

return 0;

}

**Output**



**Practical number -13**

**Practical Name – Factorial**

**Practical Code**

#include <stdio.h>

int main()

{

int i, number;

int fact=1;

printf(" EE A2 \n Roll no:2016059 \n");

printf(" Enter the value of integer: \n");

scanf("%d", &number);

for(i=1;i<=number; i++)

{

fact=fact\*i;

}

printf("Factorial of %d is:%d", number , fact);

return 0;

}

**Output**

