

This is my c programming note

```
//absolute value
```

```
int n,;
```

```
printf("Enter a value : ");
```

```
scanf("%d",&n);
```

```
printf("Absolute value is = %d",abs(n));
```

```
return 0;
```

```
//add and avg between two number
```

```
int num1,num2,sum=0;
```

```
printf("Enter two number : ");
```

```
scanf("%d%d",&num1,&num2);
```

```
sum=num1+num2;
```

```
printf("Sum = %d\n",sum);
```

```
float avg=(float)sum/2;
```

```
printf("Average = %.1f",avg);
```

```
return 0;
```

```
//ascii value
```

```
char num;
```

```
printf("Enter any ASCII character : ");
```

```
scanf("%c",&num);
```

```
printf("The ASCII value is %d",num);
```

```
return 0;
```

```
//centigrade to Fahrenheit conversion
```

```
double c,f,k;
```

```
printf("Enter centigrade temperature : ");
```

```
scanf("%lf",&c);
```

```
printf("Centigrade temperature is = %.2lf\n",c);
```

```
f=1.8*c+32;
```

```
k=c+273;
```

```
printf("Fahrenheit temperature is = %.2lf\n",f);
```

```
printf("kelvin temperature is = %.2lf",k);
```

```
return 0
```

```
// Fahrenheit to centigrade conversion  
double c,f,k;  
printf("Enter Fahrenheit temperature : ");  
scanf("%lf",&f);  
printf("Fahrenheit temperature is = %.2lf\n",f);  
c=5.0/9*(f-32);  
printf("Centigrade temperature is = %.2lf\n",c);  
k=5.0/9*(f-32)+273;  
printf("kelvin temperature is = %.2lf",k);  
return 0;
```

```
//circle area  
double r,area=0;  
printf("Enter radios : ");  
scanf("%lf",&r);  
area=3.1416*r*r;  
printf("\nArea = %.2lf",area);  
getch();
```

```
//Decimal to Hexa-decimal
```

```
int num;
```

```
printf("Enter a Decimal number : ");
```

```
scanf("%d",&num);
```

```
printf("The Hexa-Decimal number is = %x",num);
```

```
getch();
```

```
//Hexa-decimal to decimal
```

```
/*int num;
```

```
printf("Enter a Hexa-decimal number : ");
```

```
scanf("%x",&num);
```

```
printf("The Decimal number is = %d",num);
```

```
getch();
```

```
*/
```

```
//Decimal to octal
```

```
int num;
```

```
printf("Enter a Decimal number : ");
```

```
scanf("%d",&num);
```

```
printf("The octal number is = %o",num);
```

```
getch();
```

```
//octal to decimal
```

```
int num;
```

```
printf("Enter a Octal number : ");
```

```
scanf("%o",&num);
```

```
printf("The Decimal number is = %d",num);
```

```
getch();
```

```
//escape-sequence
```

```
int i;
```

```
double d;
```

```
float f;
```

```
char ch;
```

```
printf("Size of integer = %d bytes\n",sizeof(i));
```

```
printf("Size of double = %d bytes\n",sizeof(d));
```

```
printf("Size of float = %d bytes\n",sizeof(f));
```

```
printf("Size of char = %d byte\n",sizeof(ch));
```

```
return 0;
```

Function

```
//using function
```

```
int sum(int a,int b,int c)
```

```
{
```

```
    return a+b+c;//sum
```

```
}
```

```
int sub(int a, int b)
```

```
{
```

```
    return a-b;//sub
```

```
}
```

```
int mul(int a, int b)
```

```
{
```

```
    return a*b;//mul
```

```
}
```

```
float dev(float a, float b)
```

```
{
```

```
    return a/b; //division
```

```
}
```

```
int mol(int a, int b)
{
    return a%b; //moduls
}
```

```
int main()
{
    int num1,num2,num3;
    printf("Enter three number : ");
    scanf("%d%d%d",&num1,&num2,&num3);
    printf("Result = %d",sum(num1,num2,num3));
    printf("\nResult = %d",sub(num1,num2));
    printf("\nResult = %d",mul((float)num1,(float)num2));
    printf("\nResult = %.2f",dev(num1,num2));
    printf("\nResult = %d",mol(num1,num2));
    return 0;
}
```

//square using by function

```
int sqr(int a)
```

```
{
```

```
    return a*a;
```

```
}
```

```
int main()
```

```
{
```

```
    int n;
```

```
    printf("Enter any integer number : ");
```

```
    scanf("%d",&n);
```

```
    printf("\n\nResult = %d",sqr(n));
```

```
    getch();
```

```
}
```

//area of a triangle by function

```
double area(double a, double b)
```

```
{
```

```
    return 0.5*a*b;
```

```
}
```



```
int main()
{
    double length,width;
    printf("Length = ");
    scanf("%lf",&length);
    printf("Width = ");
    scanf("%lf",&width);
    printf("Area = %.2lf\n",area(length,width));
    getch();
}
```

End function

```
//leap year
int year;
printf("Enter a valid year : ");
scanf("%d",&year);
if(year%400==0 || year%4==0&&year%100!=0)
{
    printf("Leap year");
}
```

```
}  
else  
{  
    printf("Not leap year");  
}  
return 0;
```

//upper to lower

```
char upper;  
printf("Enter a upper case letter : ");  
scanf("%c",&upper);  
printf("\nThe lower case letter is %c \n",upper+32);  
return 0;
```

//lower to upper

```
char lower;  
printf("Enter a lowercase letter : ");  
scanf("%c",&lower);  
printf("\nThe uppercase letter is %c \n",lower-32);  
return 0;
```

```
//Hexa-Decimal to octal
```

```
int num;  
printf("Enter a Hexa-Decimal number : ");  
scanf("%X",&num);  
printf("The octal number is = %o",num);  
getch();
```

```
//octal to decimal
```

```
int num;  
printf("Enter a Octal number : ");  
scanf("%o",&num);  
printf("The Hexa-Decimal number is = %b",num);  
getch();
```

```
//Finding the root of a quadratic equation(দ্বিঘাত সমীকরণ এর মূল নির্ণয় )
```

```
double a,b,c,d,x1,x2;  
printf("Enter the value of a,b&c : ");  
scanf("%lf%lf%lf",&a,&b,&c);  
d=b*b-4*a*c;  
if(d>=0)  
{
```

```
x1=-b+sqrt(d)/2*a;
x2=-b-sqrt(d)/2*a;
printf("X1 = %.2lf\n",x1);
printf("X2 = %.2lf",x2);
}
else
{
    printf("Complex Number");
}
return 0;
```

//Rectangle area(without function)

```
double length, wigth,area=0;
printf("Length = ");
scanf("%lf",&length);
printf("Wigth = ");
scanf("%lf",&wigth);
area=length*wigth;
printf("Area = %.2lf",area);
return 0;
```

//some basic topics about library function

```
double n,x,y,z,r;
```

```
printf("Enter a x y z r : ");
```

```
scanf("%lf",&n);
```

```
scanf("%lf",&x);
```

```
scanf("%lf",&y);
```

```
scanf("%lf",&z);
```

```
scanf("%lf",&r);
```

```
printf("%.0lf Square Root is = %.2lf\n",n,sqrt(n));
```

```
printf("%.0lf Power %.0lf = %.2lf\n",x,y,pow(x,y));
```

```
printf("log(%0lf) = %.2lf\n",x,log(x));
```

```
printf("log10(%0lf) = %.2lf\n",y,log10(y));
```

```
printf("The exponential value of %.0lf is = %.2lf\n",z,exp(z));
```

```
printf("The value of sin(%0lf) is = %.2lf\n",z,sin(z));
```

```
printf("The value of cos(%0lf) is = %.2lf\n",z,cos(z));
```

```
printf("round value of %.4lf is = %.4lf\n",r,round(r));
```

```
printf("trunc value of %.4lf is = %lf\n",r,trunc(r));
```

```
printf("celling value of %.4lf is = %lf\n",r,ceil(r));
```

```
return 0;
```

//some basic topics about library function-2

```
double n,x,y,z,r;
printf("Enter r : ");
scanf("%lf",&r);
printf("round value of %.4lf is = %.4lf\n",r,round(r));
printf("trunc value of %.4lf is = %lf\n",r,trunc(r));
printf("ceiling value of %.4lf is = %lf\n",r,ceil(r));
printf("floaring value of %.4lf is = %lf\n",r,floor(r));
return 0;
```

//Write a program to find the area of a triangle where given base and hight.

```
/* float base, hight;
printf("Base = ");
scanf("%f",&base);
printf("Hight = ");
scanf("%f",&hight);
float area= 1.0/2 * base * hight;
printf("Area = %.2f\n",area);
return 0;*/
```

//Write a program to find the area of a triangle given the lengths of three sides

```
double a,b,c,s,area;
scanf("%lf%lf%lf",&a,&b,&c);
s=(a+b+c)/2;
area=sqrt(s*(s-a)*(s-b)*(s-c));
printf("Area = %lf",area);
return 0;
```

//uppercase to lower case by library function

```
char upper,lower;
printf("Enter any Uppercase letter : ");
scanf("%c",&upper);
lower=tolower(upper);
printf("The lowercase letter is = %c",lower);
return 0;
```

//lowercase to uppercase by library function

```
char upper,lower;
printf("Enter any Lowercase letter : ");
scanf("%c",&lower);
upper=toupper(lower);
printf("The Uppercase letter is = %c",upper);
```

```
return 0;
```

```
//even or odd
```

```
int num;
```

```
printf("Enter an integer number : ");
```

```
scanf("%d",&num);
```

```
if(num%2==0)
```

```
    printf("\n\nThis is a even number.\n\n");
```

```
else
```

```
    printf("\n\nOdd number.\n\n");
```

```
return 0;
```

```
//maximum number between two number
```

```
int num1,num2;
```

```
printf("Enter two number : ");
```

```
scanf("%d%d",&num1,&num2);
```

```
if(num1==num2)
```

```
    printf("\nThis number is equal.\n");
```

```
else if(num1>num2)
```

```
    printf("\nThe Maximum number is = %d\n",num1);
```

```
else
```

```
    printf("\nThe Maximum number is = %d\n",num2);
```



```
return 0;
```

```
//maximum number between three number
```

```
int num1,num2,num3;
```

```
printf("Enter three number : ");
```

```
scanf("%d%d%d",&num1,&num2,&num3);
```

```
if(num1==num2)
```

```
    printf("\nThis number is equal.\n");
```

```
else if(num1>num2&&num1>num3)
```

```
    printf("\nThe Maximum number is = %d\n",num1);
```

```
else if(num2>num3)
```

```
    printf("\nThe Maximum number is = %d\n",num2);
```

```
else
```

```
    printf("\nThe Maximum number is = %d\n",num3);
```

```
return 0;
```
