COMPUTER PROGRAMMING

Assignment 1

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CSE

Q1. Swapping two Numbers
CODE:

```c
#include <stdio.h>
// code to swap two nos

int var1=0, var2=0;

void main(){
    printf("swapping two numbers\n");
    printf("Enter first number: ");
    scanf("%d",&var1);
    printf("Enter second number: ");
    scanf("%d",&var2);
    printf("before swap %d and %d\n",var1,var2);
    var1 = var1+var2;
    var2 = var1-var2;
    var1 = var1-var2;
    printf("after swap %d and %d",var1,var2);

}
```

OUTPUT:

```
D:\college\cp\assignment001> a.exe
swapping two numbers
Enter first number: 1
Enter second number: 2
before swap 1 and 2
after swap 2 and 1
```

Q2. Average of 5 numbers

CODE:

```c
#include <stdio.h>
// code to find the sum and average of two numbers

int var1, var2, var3, var4, var5, sum;
float avg;

void main(){
    printf("Enter mark of 1st subject: ");
    scanf("%d",&var1);
    printf("Enter mark of 2st subject: ");
    scanf("%d",&var2);
    printf("Enter mark of 3st subject: ");
    scanf("%d",&var3);
    printf("Enter mark of 4st subject: ");
    scanf("%d",&var4);
    printf("Enter mark of 5st subject: ");
    scanf("%d",&var5);
    sum = var1+var2+var3+var4+var5;
    avg = sum/5;
    printf("Sum is %d/500\n",sum);
    printf("Avg is %d/100\n",avg);

}
```

OUTPUT:
D:\college\cp\assignment001> a.exe
Enter mark of 1st subject: 100
Enter mark of 2st subject: 97
Enter mark of 3st subject: 89
Enter mark of 4st subject: 96
Enter mark of 5st subject: 99
Sum is 481/500
Avg is 96.000000/100

Q3. To find the perimeter and area of a square

CODE:

```c
#include <stdio.h>
// code to find the Perimeter and Area of a square
int perimeter, area;
int side;
void main(){
    printf("Enter The side of a square: ");
    scanf("%d",&side);
    perimeter = 4*side;
    area = side*side;
    printf("Area is %d\n",area);
    printf("Perimeter is %d\n",perimeter);
}
```

OUTPUT:

```
D:\college\cp\assignment001> a.exe
Enter The side of a square: 10
Area is 100
Perimeter is 40
```

Q4. Quotient of two numbers

```c
#include <stdio.h>
// finding the quotient
int var1, var2;
float quo;
void main(){
    printf("Enter first number: ");
    scanf("%d",&var1);
    printf("Enter Second number: ");
    scanf("%d",&var2);

    quo = var1/var2;
    printf("The quotient is %f",quo);
}
```

OUTPUT:

```
D:\college\cp\assignment001> a.exe
Enter first number: 100
Enter Second number: 10
The quotient is 10.000000
```