**Assignment – 2**

**A Job Ready Bootcamp in C++, DSA and IOT**

**Operators in C Language**

1. Write a program to print unit digit of a given number

#include<stdio.h>

int main()

{

int n=123,UN;

UN=n%10;

printf("Unit number of given number is %d",UN);

return 0;

}

OUTPUT : Unit number of given number is3

2. Write a program to print a given number without its last digit.

#include<stdio.h>

int main()

{

int n=395,lst;

UN=n/10;

printf(” Number is %d",lst);

return 0;

}

OUTPUT : Number is 39

3. Write a program to swap values of two int variables

include<stdio.h>

int main()

{

int a=32,b=26,c;

c=a;

a=b;

b=c;

printf("Swapping value of a and b is %d and %d",a,b);

return 0;

}

OUTPUT : Swapping value of a and b is26and32

4. Write a program to swap values of two int variables without using a third variable.

Include<stdio.h>

Int main()

{

Int a=302,b=555;

a=a+b;

b=a+b;

a=b-a;

b=b-a;

b=b-a;

printf("Swapping value of a is %d and b is %d",a,b);

return 0;

}

OUTPUT : Swapping value of a is 555 and b is 302

5. Write a program to input a three-digit number and display the sum of the digits.

#include<stdio.h>

int main()

{

int a,b,c,d,e;

printf("Enter three digit number");

scanf("%d",&a);

b=a%10;

c=a/10;

d=c%10;

e=c/10;

e=e+b+d;

printf("\nSum of all three digits is %d",e);

return 0;

}

OUTPUT :Enter three digit number 191

Sum of all three digits is 11

6. Write a program which takes a character as an input and displays its ASCII code.

#include<stdio.h>

int main()

{

char ch;

printf("Enter a character");

scanf("%c",&ch);

printf("\nASCII code of character is %d",ch);

return 0;

}

OUTPUT :Enter a character a

ASCII code of character is 97

7. Write a program to find the position of first 1 in LSB.

**?**

8. Write a program to check whether the given number is even or odd using a bitwise operator.

#include<stdio.h>

int main()

{

int n;

printf("Enter a number");

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

if(n&1)

{

printf("Given number is odd");

}

else

{

printf(“Given number is even”);

}

return 0;

}

OUTPUT : Enter a number35

Given number is odd

9. Write a program to print size of an int, a float, a char and a double type variable

#include<stdio.h>

int main()

{

int a,i;

char c;

float f;

double d;

a=sizeof(i);

printf("Size of variable i is %d\n",a);

a=sizeof(c);

printf("Size of variable c is %d\n",a);

a=sizeof(f);

printf("Size of variable f is %d\n",a);

a=sizeof(d);

printf("Size of variable d is %d\n",a);

return 0;

}

OUTPUT : Size of variable i is 4

Size of variable c is 1

Size of variable f is 4

Size of variable d is 8

10. Write a program to make the last digit of a number stored in a variable as zero. **(Example - if x=2345 then make it x=2340)**

#include<stdio.h>

int main()

{

int a=2345,b;

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

b=a%10;

b=a-b;

printf("New value is %d",b);

return 0;

}

Ouput:Value is 2345

New value is 2340

**11.** Write a program to input a number from the user and also input a digit. Append a digit in the number and print the resulting number. **(Example - number=234 and digit=9 then the resulting number is 2349)**

**#include<stdio.h>**

**int main()**

**{**

**int a,b,c;**

**printf("Enter a number ");**

**scanf("%d",&a);**

**printf("Enter next number that you will be add");**

**scanf("%d",&b);**

**c=a\*10;**

**c=c+b;**

**printf("Resulting value is %d",c);**

**return 0;**

**}**

**Output :Ener a number 234**

**Enter a next number you will be add9**

**Resulting number is 2349**

12. Assume price of 1 USD is INR 76.23. Write a program to take the amount in INR and convert it into USD.

#include<stdio.h>

int main()

{

float USD;

int INR;

printf("Enter INR");

scanf("%d",&INR);

USD=INR/76.23;

printf("USD is %f",USD);

return 0;

}

Output : Enter INR100

USD is 1.311819

13. Write a program to take a three-digit number from the user and rotate its digits by one position towards the right.

#include<stdio.h>

int main()

{

int a,b,c,d,e;

printf("Enter three digit number");

scanf("%d",&a);

b=a%10;

c=a/10;

d=c%10;

e=c/10;

printf("\nRotate value is %d%d%d",b,e,d);

return 0;

}

Output :Enter three digit number123

Rotate value is 312