

Algorithm Development and Programming Fundamentals

MCA SEM-1

Problem Solving - I

1. Prepare a flowchart to read the marks of a student and classify them into different grades. If the marks secured are greater than or equal to 90, the student is awarded Grade A; if they are greater than or equal to 80 but less than 90, Grade B is awarded; if they are greater than or equal to 65 but less than 80, Grade C is awarded; otherwise Grade D is awarded. Write a C program to demonstrate the function of this program.
2. Write a C program to swap two int numbers without using any temporary variable.
3. Write a C Program to find the ASCII value of a character entered by the user.
4. Write a C Program to Check Whether a Character is a Vowel or Consonant.

[A] What would be the output/ error of the following programs:

1	<pre>#include <stdio.h> void main() { int i = 65 ; char j = 'A' ; if (i == j) printf ("Hello!!!"); else printf("Welcome!!!"); }</pre>	2	<pre>#include <stdio.h> void main() { int x = 15 ; printf ("\n%d %d %d", x != 15, x = 20, x < 30); }</pre>
	OUTPUT: _____		OUTPUT: _____

3	<pre>#include <stdio.h> void main() { int i = 4, z = 12 ; if (i = 5 z > 50) printf ("\n Hello!!!"); else printf ("\n Bye !!!"); }</pre>	4	<pre>#include <stdio.h> void main() { int i = 4, j = -1, k = 0, w, x, y, z ; w = i j k ; x = i && j && k ; y = i j && k ; z = i && j k ; printf ("\nw = %d x = %d y = %d z = %d", w, x, y, z); }</pre>
	OUTPUT: _____		OUTPUT: _____
5	<pre>#include <stdio.h> void main() { int i = 4, j = -1, k = 0, y, z ; y = i + 5 && j + 1 k + 2 ; z = i + 5 j + 1 && k + 2 ; printf ("\ny = %d z = %d", y, z); }</pre>	6	<pre>#include <stdio.h> void main() { int i = -3, j = 3 ; if (!i + !j * 1) printf ("\nHello!!!"); else printf ("\nWelcome!!!"); }</pre>
	OUTPUT: _____		OUTPUT: _____
7	<pre>#include <stdio.h> void main() { int i = -1, j = 1, k, l ; k = i && j ; l = i j ; printf ("%d %d", l, j); }</pre>	8	<pre>#include <stdio.h> void main() { int i = -4, j, num ; j = (num < 0 ? 0 : num * num); printf ("\n%d", j); }</pre>
	OUTPUT: _____		OUTPUT: _____

9	<pre> #include <stdio.h> int main(){ int x, y, z; x = 2 + 3 - 4 + 5 - (6 - 7); y = 2 * 33 + 4 * (5 - 6); z = 2 * 3 * 4 / 15 % 13; x = 2 * 3 * 4 / (15 % 13); y = 2 * 3 * (4 / 15 % 13); z = 2 + 33 % 5 / 4; x = 2 + 33 % - 5 / 4; y = 2 - 33 % - 5 / - 4; z = -2 * -3 / -4 % -5; x = 50 % (5 * (16 % 12 * (17 / 3))); Y = -2 * -3 % -4 / -5 - 6 + -7; z = 8 / 4 / 2 * 2 * 4 * 8 % 13 % 7 % 3; printf("x=%d \t y=%d \t z=%d\n",x,y,z); return 0; } </pre>	10	<pre> #include <stdio.h> int main() { int x = 3,y = 5,z = 7,w; w = x % y + y % x - z % x - x % z; printf("%d\n", w); w = x / z + y / z + (x + y) / z; printf("%d\n", w); w = x / z * y / z + x * y / z; printf("%d\n", w); w = x % y % z + z % y % (y % x); printf("%d\n", w); w = z / y / y / x + z / y / (y / x); printf("%d\n", w); return 0; } </pre>
	OUTPUT: _____		OUTPUT: _____
11	<pre> #include <stdio.h> int main(){ printf("%d\n", - 1 + 2 - 12 * -13 / -4); printf("%d\n", - 1 % - 2 + 12 % -13 % - 4); printf("%d\n", -4/2 - 12/4 - 13 % -4); printf("%d\n", (- 1 + 2 - 12) * (- 13 / - 4)); printf("%d\n", (- 1 % - 2 + 12) %(- 13 % - 4)); printf("%d\n", (- 4 /2 - 12) / (4 - 13 % - 4)); return 0; } </pre>	12	<pre> #include <stdio.h> int main(){ int x = 3, y = 5, z = 7, w = 9; w += x; printf("w = %d\n", w); w -= y; printf("w = %d\n", w); x *= z; printf("x = %d\n", x); w += x + y - (z -= w); printf("w = %d, z = %d\n", w, z); w += x -= y %= z; printf("w = %d, x = %d, y = %d\n", w, x, y); w *= x / (y += (z += y)); printf("w = %d, y = %d, z = %d\n", w, y, z); w /= 2 + (w %= (x += y - (z -= -w))); printf("w = %d, x = %d, z = %d\n", w, x, z); return 0; } </pre>
	OUTPUT: _____		OUTPUT: _____

13	<pre> int main() { int x = 7, y = -7, z = 11, w = -11, S = 9, t = 10; x += (y -= (z *= (w /= (s %= t)))); printf("x = %d, y = %d, z = %d, w = %d, s = %d, t = %d\n", x, y, z, w, s, t); t += s -= w *= z *= y %= x; printf("x = %d, y %d, z = %d, w = %d, s = %d, t = %d\n", x, y, z, w, s, t); return 0; } </pre>	14	<pre> #include <stdio.h> int main() { double pi = 3.14159265; printf("%.15f\n", pi); printf("%.15.12f\n", pi); printf("%.15.12f\n", pi); printf("%.15.4f\n", pi); printf("%.15.0f\n", pi); printf("%.15.3g\n", pi); printf("%.15g\n", pi); printf("%.15.4e\n", pi); printf("%.15e\n", pi); return 0; } </pre>
	OUTPUT: _____		OUTPUT: _____