

SSN COLLEGE OF ENGINEERING (Autonomous)

Affiliated to Anna University

DEPARTMENT OF CSE

UCS 1211 PROGRAMMING IN C LABORATORY

Assignment 2

Modular Programming with C

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Class : CSE - B

1. Modify A1(1) to have a function CheckOddEven(num) that checks if the num is odd or even; sets a flag accordingly and return it. Use this function to find the sum of even and odd numbers in a given input of N numbers.

```
#include <stdio.h>
```

```
void main()
```

```
{    int num,i,n,osum,esum,flag;
    flag=0;osum=0;esum=0;
    printf("Enter the number of numbers you want to enter ?");
    scanf("%d",&n);
    for(i=0;i<n;i++)
    {    scanf("%d",&num);
        flag=CheckOddEven(num);
        if(flag==1)
            esum+=num;
        else if(flag==0)
            osum+=num;
```

```

    }
    printf("Oddsum: %d",osum);
    printf("Evensum: %d",esum);
}

int CheckOddEven(int num)
{
    int flag=0;
    if(num%2==0)
        flag=1;
    return(flag);
}

```

Output:

cseb131@jtl-29:~\$./oddeve

Enter the number of numbers you want to enter ?3

1

2

6

Oddsum: 1Evensum: 8

2. Write a C function ReverseNum(num) that takes integer num and reverses its digits. Let num be passed by reference.

```

#include <stdio.h>
#include <math.h>

void main()
{
    int n;
    printf("Enter a number: ");
    scanf("%d",&n);
    printf("Reversed number = %d ",ReverseNum(n));
}

int ReverseNum(int n)
{
    int temp=n,j=0,i=0,sum=0,x;
    while(temp>0)
    {
        j++;
    }
}

```

```
        temp/=10;
    }
    while(n)
    {
        i++;
        x=n%10;
        sum+=(x*pow(10,j-i));
        n/=10;
    }
    return(sum);
}
```

Output:

cseb131@jtl-29:~\$./rev

Enter a number: 257825

Reversed number = 528752

3. Write a function power(X,N) that will allow a floating-point number to be raised to an integer power. $Y = X^N$

```
#include <stdio.h>

void main()
{
    int n;
    float x;
    printf("Enter the number: ");
    scanf("%f",&x);
    printf("Enter the exponent: ");
    scanf("%d",&n);
    power(x,n);
}

void power(float x,int n)
{
    int i,flag=0;
    float prod=1.000;
    if(n<0)
    {
        n*=-1;
        flag=1;
    }
    for(i=1;i<=n;i++)
        prod*=x;
    if(flag==1)
        prod=1/prod;
    printf(" %f power %d is: %f ",x,n,prod);
}
```

Output:

```
cseb131@jtl-29:~$ ./pow
```

```
Enter the number: 5.6
```

```
Enter the exponent: 2
```

```
5.600000 power 2 is: 31.359999
```

4. Find the product of n floating point numbers. The numbers should be read from the keyboard.

```
#include<stdio.h>

float product(float x,float n)
{
    printf("enter number. 0 to stop ");
    scanf("%f",&n);
    if (n==0)
        return x;
    else
        x=x*n;
    return product(x,n);
}

void main()
{
    float x=1,n=1,z;
    z=product(x,n);
    printf(" \nThe ans is %f",z);
}
```

Output:

```
cseb131@jtl-29:~$ ./float
enter number. 0 to stop 6.4
enter number. 0 to stop 8.2
enter number. 0 to stop 4.77
enter number. 0 to stop 0
```

The product is 250.329590

5. Write a recursive function that reads N and prints from N to 0.

```
#include<stdio.h>

void main()
{
    int n;
    printf("Enter number: ");
    scanf("%d",&n);
    print(n);
}

void print(int n)
{
    printf("%d",n);
    if(n>=1)
        printdigit(n-1);
}
```

Output:

```
cseb131@jtl-29:~$ ./rec
```

```
Enter number: 6
```

```
6543210
```

6. The factorial of an integer n , written $n!$, is the product of all the integers from 1 to n inclusive. The factorial quickly becomes very large; $13!$ is too large to store as an integer on most computers, and $35!$ is too large for a floating-point variable. Your task is to find the rightmost non-zero digit of $n!$.

```
#include<stdio.h>
int factright(int n)
{
    int fact=1,i,x;
    for (i=1;i<=n;i++)
    {
        fact*=i;
    }
    x=fact%10;
    if (x!=0)
    {
        return x;
    }
    else
    {
        while(x==0)
        {
            fact=fact/10;
            x=fact%10;
        }
        return x;
    }
}
void main()
{
    int n,r;
    printf("Enter");
    scanf("%d",&n);
    r=factright(n);
    printf("%d",r);
}
```

Outcome :

```
cseb131@jtl-29:~$ ./factorial
```

```
Enter5
```

```
4
```