**Assignment No -1**   
  
#include<stdio.h>

int main(void)

{

int a,b;

printf("Enter two integers to swap:\n");

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

a=a+b;

b=a-b;

a=a-b;

printf("After swapping:\na=%d\nb=%d",a,b);

return 0;

}

Assignment No -2

#include<stdio.h>

int main(void)

{

int num;

printf("Enter number:\n");

scanf("%d",&num);

if(num%2==0&&num/4==0)

printf("Even");

else if(num%2==1&&num/3==0)

printf("Odd");

else

printf("no number");

return 0;

}

Assignment No-3

#include<stdio.h>

int main(void)

{

float x,y,z;

printf("Enter two angles of triangle:\n");

scanf("%f%f",&x,&y);

printf("Third angle is:\n%f",z=(180-(x+y));

if(z==90)

printf("\nRight angle triangle");

else

printf("\nNot");

return 0;

}

Assignment No-4

#include<stdio.h>

int main(void)

{

char ch,ch1;

printf("Enter a Letter:\n");

scanf("%c",&ch);

if(ch1=(ch+32))

{

if(ch1>='a'&&ch1<='z')

printf("opposite letter is:\n%c",ch1);

else

printf("No letter");

}

return 0;

}