

Q.1. wap in C to perform mathematical oprations using arithmetic operators.

```
#include"stdio.h"

main(){

    int a=10,b=3;

    printf("Addition of a and b is =%d",a+b);

    printf("\n Substraction of a and b is=%d",a-b);

    printf("\n Multiplication of a and b is =%d",a*b);

    printf("\n Division of a and b is=%d",a/b);

    printf("\n Modules of a and b is =%d",a%b);

}
```

Q.2.- wap in c to find max number from two numbers using ternary operator.

```
#include"stdio.h"

#include"conio.h"

main(){

    int a,b,max;

    printf("Enter first number=");

    scanf("%d",&a);

    printf("Enter second number=");

    scanf("%d",&b);

    max=(a>b)?a:b;

    printf("maximum number is=%d",max);

}
```

Q.3.-wap in c to input student name and roll number and print student name and roll number.

```
#include"stdio.h"

#include"conio.h"

main(){

    char stname[25];

    int rollnumber;


    printf("Enter Student name=");

    scanf("%s",&stname);

    printf("Enter Student roll number=");

    scanf("%d",&rollnumber);

    printf("Student name is=%s",stname);

    printf("\n Student roll number is =%d",rollnumber);


}
```

Q.4.- Wap in c to generate a bell sound.

First way

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

//int main() {

//  printf("\a"); // Generate a beep sound

//  return 0;

//}
```

Second way

```
#include"windows.h"

main(){
```

```
Beep(950,3000);  
}
```

Q.5;- wap in c print character of given Ascii value.

```
#include"stdio.h"  
  
#include"conio.h"  
  
main(){  
  
//declaring value  
  
//    int a=65;  
  
//    char b;  
  
//    b=a;  
  
//    printf("Ascii value for given character is =%c",b);  
  
//By user input  
  
int a;  
  
char b;  
  
printf("enter your ascii value=");  
  
scanf("%d",&a);  
  
b=a;  
  
printf("Ascii value for given character is =%c",b);  
  
}
```

Q.6.- wap in c to find square of given number

```
#include"stdio.h"  
  
main(){  
  
    int num;  
  
    long square;
```

```
printf("Enter your number:");  
  
scanf("%d",&num);  
  
square=(num*num);  
  
printf("given number square is:%ld",square);  
  
}
```

Q.7.- wap in c to calculate average of three numbers

```
#include"stdio.h"  
  
#include"conio.h"  
  
main()  
{  
  
    int a,b,c;  
  
    printf("Enter First number a is:");  
  
    scanf("%d",&a);  
  
    printf("Enter Second number b is:");  
  
    scanf("%d",&b);  
  
    printf("Enter THird number c is:");  
  
    scanf("%d",&c);  
  
    float average=(a+b+c)/3.0;  
  
    printf("average is :%f",average);  
  
}
```

Q.8.- Wap in c to calculate simle interest

```
#include"stdio.h"  
  
#include"conio.h"
```

```

main(){
    int p,r,t,interest;
    printf("Enter your principal:");
    scanf("%d",&p);
    printf("Enter your rate:");
    scanf("%d",&r);
    printf("Enter your time:");
    scanf("%d",&t);
    interest=(p*r*t)/100;
    printf("your total interest:%d",interest);
}

```

Q.9.- wap in c to convert temperature in celcius from fehrenheit.

```

#include"stdio.h"
#include"conio.h"
main(){
    float f,c;
    printf("Enter Your fehrenheit temperature:");
    scanf("%f",&f);
    c=((f-32)*5/9);
    printf("celcius temperature is:%f",c);
}

```

Q.10.- wap in c to swap the value of two variable with the help of third variable

```

#include"stdio.h"
main(){

```

```

int a,b,temp;

printf("Enter value of a:");

scanf("%d",&a);

printf("Enter value of b:");

scanf("%d",&b);

temp=a;

a=b;

b=temp;

printf("\n After swapping value  of a is:%d",a);

printf("\n After swapping  value of b is:%d",b);

}

```

Q.11.- wap in c to swap the value of two variable without help of third variable

```

#include"stdio.h"

main(){

    int a,b;

    printf("Enter value of a:");

    scanf("%d",&a);

    printf("Enter value of b:");

    scanf("%d",&b);

    a=a+b;

    b=a-b;

    a=a-b;

    printf("\n After swappng value a is:%d",a);

    printf("\n after swapping value b is :%d",b);

}

```

//Q.12.- wap in c to print Ascii value of given charcter.

```
#include"stdio.h"

main()
{
//declaring value

//      char a='A';
//      int b;
//      b=a;
//      printf("Ascii value of given character is :%d",b);

//by user input

char a;

int b;

printf("Enter character:");

scanf("%c",&a);

b=a;

printf("Ascii value of given character is:%d",b);

}
```