SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

1. Develop a C program to find:

(i) Largest of three numbers.

(ii) Prime number or not.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

2. Develop a C program to find: (i) Prime number or not.

(ii) Fibonacci Series.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

3. Develop an interactive program to calculate roots of quadratic equation by accepting the coefficient.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

4. Develop a C program to find Sum the serious:1/1!+4/2!+27/3!+…… using functions. **Allocation of Marks:**

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

5. Develop a C program to Swap two values by using call by value and call by reference.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

6. Develop a C program to insert a number at a given location in an array.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

7. Develop a C program for matrix multiplication using two dimensional arrays.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

8. Develop a C program to concatenate two strings and determine the length of the concatenated string.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

9. Develop a C program to read and display the information about a student using structures.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

10. Develop a C program to read and display the information about an employee using Union.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

11. Implement a C program to enter a character and then determine whether it is a vowel or not using pointers.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**

SUBJECT CODE/NAME : 23GES02 / PROGRAMMING IN C LABORATORY

12. Develop a C program to read data from the keyboard, write it to a file called “Input”, again read the same data from the “Input” file and display it on the screen.

Allocation of Marks:

Aim & Algorithm (15)	Program Writing (30)	Execution & Result (35)	Record (10)	Viva (10)	Total (100)
Marks in words					

Internal Examiner **External Examiner**