

- 2) Declare a local variable inside a function and try to access it outside the function. Compare this with accessing the global variable from within the function.

```
#include <stdio.h>
int a=6;
int sum()
{
    int b=4;
    return a+b;
}
int main()
{
    printf("a : %d\n", a);
    printf("%d", sum());
    return 0;
}
```

**Output** - error because b is a local variable  
sum function and we are trying to access it  
outside sum function are being a global  
variable can be accessed anywhere.

- 3) Declare variables within different code blocks (enclosed by curly braces) and test their accessibility within and outside those blocks.

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

```
int sum();
```

```
int sub();
```

```
int main()
```

```
{
```

```
printf ("%d %d %d %d", a, b, c, d);
```

```
printf ("%d\n%d", sum(), sub());
```

```
return 0;
```

```
}
```

```
int sum()
```

```
{
```

```
int a=6, b=4;
```

```
return a+b;
```

```
}
```

```
int sub()
```

```
if
```

```
int c=5, d=4;
```

```
return c-d;
```

```
}
```

**Output :-**

Because  $a$ ,  $b$ ,  $c$ ,  $d$  are local variables of  $\text{sum}$  and  $\text{sub}$  functions. So they can be accessed only within those functions and not outside them.

- y) Declare a static local variable inside a function observe how its value persists across function calls.

```
#include <stdio.h>
int sum()
```

{

```
    static int a=0;
    int sum = a+5;
```

```
    a = sum;
```

```
    printf("%d\n", sum);
```

```
    return a;
```

```
}
```

```
int main()
```

{

```
    sum();
```

```
    sum();
```

```
    sum();
```

```
    sum();
```

```
    return 0;
```

```
}
```

**Output :-** 5      after addition value  
10  
15 (second plus is broken)  
20 static has static variable

If a normal variable is used then it gets destroyed as soon as function terminates so if we had used a normal variable then output would have been:

5  
5  
5  
5

If a static variable is formed then value of variable persists between function calls

## EXPERIMENT - 7

- 1) Write a program that uses function to perform the operations.

```
#include <stdio.h>
struct complex {
    int rp, ip;
};

struct complex read() {
    struct complex c;
    printf("Enter the real part ");
    scanf("%d", &c.rp);
    printf("Enter the imaginary part: ");
    scanf("%d", &c.ip);
    return c;
}

void write (struct complex c)
{
    printf("%d + %di\n", c.rp, c.ip);
}
```

```
struct complex add (struct complex a, struct
                    complex b)
```

Struct complex res;

$$\text{res} \cdot \text{rp} = a \cdot \text{rp} + b \cdot \text{ip};$$

$$\text{res} \cdot \text{ip} = a \cdot \text{ip} + b \cdot \text{rp};$$

return res;

}

Struct complex sub (Struct complex a, Struct complex  
b);  
Struct complex res;

$$\text{res} \cdot \text{rp} = a \cdot \text{rp} - b \cdot \text{ip};$$

$$\text{res} \cdot \text{ip} = a \cdot \text{ip} - b \cdot \text{rp};$$

return res;

}

int main()

{

Struct complex C1, C2, C3, C4;

printf ("Enter first complex number");

C1 = read();

printf ("Enter second complex number");

C2 = read();

write (C1);

printf ("1n");

write (C2);

C3 = add (C1, C2)

C4 = sub (C1, C2)

printf ("1n");

write (C3);

write (C4);

return 0;

}

2) w·AP to compute the monthly pay of 100 employees using each employee's name, basic pay · the DA is computed as 52% of basic pay · Gross salary ·

# include < stdio.h >

struct employee

{

char name [100];

int basic;

float gross;

};

int main()

{

struct employee emp[100];

for (int i = 0; i < 100; i++)

{

scanf ("Employee %d\n", i+1);

scanf ("Enter name: ");

scanf ("%s", emp[i].name);

scanf ("Enter basic pay");

scanf ("%d", &emp[i].basic);

float DA = 0.5 \* emp[i].basic;

emp[i].gross = emp[i].basic + DA

}

printf ("\n")

**OUTPUT** → Employee - 1

Enter name : Riya

Enter basic Pay : 10000

Employee - 2

Enter name : Arjun

Enter basic Pay : 15000

Employee 3

Enter name : Meera

Enter basic Pay : 20000

Employee 1 : Name : Riya, Gross Salary : 15000

Employee 2 : Name : Arjun, Gross Salary : 22500

Employee 3 : Name : Meera, Gross Salary : 30000

for (crit i = 0; i < 100; i++)

{

printf ("%.S ; %.0.2f\n", emp[i].name, emp[i].gross);

}

between 0;

}

## INDEX

**Output :-** Enter book id: 101

Enter book title : C programming

Enter book author: Dennis Ritchie

Enter book price: 450

ID : 101

Title : C programming

Author: Dennis Ritchie

Price : 450

## EXPERIMENT - 7

3) Create a Book struct containing Book id, title, author name and price. Write a C program to pass a structure as a function

struct book

{

int id, price;

char title[50], author[50];

};

void details (struct book a)

{

printf ("id : %d \n", a.id);

printf ("title : %s \n", a.title);

printf ("Author : %s \n", a.author);

printf ("Price : %d \n", a.price);

};

int main()

{

struct book a;

printf ("Enter book id : ");

scanf ("%d", &a.id);

printf ("Enter book title");

scanf ("%s", a.title);

```
printf("Enter Author's name");
scanf("%s", a.author);
```

```
printf("Enter book price:");
scanf("%d", &a.price);
```

```
details(a);
```

```
return 0;
```

```
}
```

4) Create a union containing 6 strings: name, home address, hostel address, city, state and zip. write a C program to display your present address.

#include <stdio.h>

union address

{

char name[50];

char home\_address[100], hostel\_address[100],

city[50], state[50], zip[10];

};

int main()

{

union address a;

printf("Enter your present hostel address: ");

gets(a.hostel\_address, sizeof(a.hostel\_address),  
stdin);

printf("Your present address is: ");

printf("%s", a.hostel\_address);

return 0;

}

**OUTPUT :-** Enter your present hostel address:  
Room 214, ABC Girls Hostel, Chandigarh

Your present address is:  
Room 214, ABC Girls Hostel, Chandigarh

## EXPERIMENT - 9

- 1) WAP to create a new file and write text into it.

```
#include <stdio.h>
int main()
{
    FILE *ptr;
    ptr = fopen ("file.txt", "w");
    fprintf (ptr, "Hello everyone how are you ");
    fclose (ptr);
    printf ("File is created ");
    return 0;
}
```

- 2) Open an existing file and read its content character by character, and then close the file.

```
#include <stdio.h>
int main()
{
    FILE *ptr;
    char ch;
    ptr = fopen ("text.txt", "r");
}
```

Output : Output is primitive means it stores  
variable value, variables let's say variables

**OUTPUT:-** File is created & is stored in  
variables browser if

**OUTPUT:-** Hello everyone how are you

```
if (ptr == NULL)
{
    printf ("FILE doesnot exist ");
    return 1;
}
```

```
while ((ch = fg etc (ptr)) != EOF)
```

```
{
```

```
    printf ("%c", ch);
}
```

```
fclose (ptr);
```

```
return 0;
```

```
}
```

3) Open a file read its content line by line, and display each line on the console.

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

```
int main()
```

```
{
```

```
FILE *ptr;
```

```
char a[100];
```

```
ptr=fopen("test.txt", "r");
```

```
if (ptr == NULL)
```

```
{ printf("FILE Doesn't exist ");
```

```
return 1; }
```

```
while (fgets(a, sizeof(a), ptr) != NULL)
```

```
{
```

```
printf("%s", a);
```

```
}
```

```
fclose(ptr);
```

```
return 0;
```

```
}
```

OUTPUT: Hello Everyone

This is a file test

C programming is easy

## EXPERIMENT -10

1) WAP to create a simple linked list in C using pointer and structure

```
#include <stdio.h>
#include <stdlib.h>
struct node{
    int data;
    struct node* next;
};
int main()
{
    struct node *first, *second, *third;
    first = (struct node*) malloc (sizeof(struct node));
    second = (struct node*) malloc (sizeof(struct node));
    third = (struct node*) malloc (sizeof(struct node))
```

first → data = 10;

first → next = second;

second → data = 20;

second → next = third;

third → data = 30;

third → next = NULL;

struct node \* temp = first;

Teacher's Signature \_\_\_\_\_

from the count in count is same as if we  
use the count from the count class

**OUTPUT -** 10 20 30

```
while (temp != NULL)
{
    printf ("%d", temp->data);
    temp = temp->next;
}
return 0;
```