

CSE 102: Structured Programming Lab

Practice Problems

1. C program to find square of a number using function (apply 4 types)
2. C program to find cube of a number using function
3. C program to find diameter, circumference and area of a circle using fn
4. C program to find factorial of a number using recursion
5. C program to print all natural numbers from 1 to n using recursion
6. C program to find power of a number using recursion
7. C program to declare, initialize, input and print array elements
8. C program to read n number of values in an array and display them in reverse order
9. Take an integer array where the user will give size and find the sum of the numbers in the array
10. Until the user quits, take input from the user and find whether it is zero, positive, or negative using a while loop
11. Take a character array of size 20 (user input) and convert all letters to the uppercase letter
12. C program to find the second largest number
13. C program to concatenate two strings
14. C program to reverse a string
15. C program to merge two strings
16. C program to convert lowercase string to uppercase
17. C program to remove all spaces from a string
18. C program that will copy elements of an array into another array
19. C program that will count the sum of all elements of a 2D Array
20. C program to check whether a string is palindrome or not
21. C program that will count the total number of alphabets and the total number of digits in a string
22. Input and display character elements
23. Sum of all array elements

24. Insert new element in an array
25. Search an element in array/linear search
26. Find frequency of array elements
27. Add two matrices
28. Check if two matrices are equal
29. Find length of a given string
30. Compare two strings
31. Merge two array to third array
32. Create, initialize and use pointer
33. Add two numbers using pointers
34. Swap two numbers using pointers
35. Access array using pointers
36. Create file and write contents
37. Read file contents and display into the terminal
38. Append contents to file