

1.greater smaller num

greater smaller num.c - Code::Blocks 20.03

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Management

Projects Files FSymbols

Workspace

Start here x lab4a.c x lab4b.c x lab4c.c x lab4d.c x greater smaller num.c x

```
1 #include<stdio.h>
2 int main()
3 {
4     int num1,num2,num3;
5     printf("Enter the first number: ");
6     scanf("%d",&num1);
7     printf("Enter the second number: ");
8     scanf("%d",&num2);
9     printf("Enter the third number: ");
10    scanf("%d",&num3);
11
12    if(num1>num2 && num1>num3)
13    {
14        printf("The first number is greater than %d and %d",num2,num3);
15    }
16    else if(num2>num1 && num2>num3)
17    {
18        printf("The second number is greater than %d and %d",num1,num3);
19    }
20    else
21    {
22        printf("The third number is greater one than %d and %d",num1,num2);
23    }
24    return 0;
25 }
26
```

"F:\CODE\lr-4,0432420510101" x + -

```
Enter the first number: 23
Enter the second number:
32
Enter the third number: 44
The third number is greater one than 23 and 32
Process returned 0 (0x0)   execution time : 8.237 s
Press any key to continue.
```

Performance Overlay (Alt+R)

GPU	NVIDIA GeForce RTX 3060
FPS	N/A
99% FPS	N/A
Render Latency	N/A
CPU Utilisation	7 %
GPU Utilisation	0 %
GPU Clock	2100 MHz
Memory Clock	4000 MHz
GPU Temperature	52 °C
Fan Speed	1440 RPM
GPU Power	10 Watts
GPU Voltage	0.6 Volt

Logs & others

Code::Blocks x Search results x Cccc x Build log x Build messages x CppCheck/Vera++ x CppCheck/Vera++ messages x Cscope x Debugger x DoxyBlocks x Fortran info x Closed files list x Thread search x

File	Line	Message
		=== Build file: "no target" in "no project" (compiler: unknown) ===
		--- Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ---

Activate Windows
Go to Settings to activate Windows.

F:\CODE\lr-4,0432420510101\greater smaller num.c

C/C++

Windows (CR+LF)

WINDOWS-1252

Line 25, Col 2, Pos 618

Insert

Read/Write default

US



7:42 PM
9/24/2024

2.positive, negative,zero or odd even

The screenshot displays the Code::Blocks IDE interface. The main editor window shows a C program titled "2.positive, negative,zero or odd even.c". The program code is as follows:

```
1 #include<stdio.h>
2 int main()
3 {
4     int num;
5     printf("Enter the number: ");
6     scanf("%d", &num);
7
8     if(num<0)
9     {
10        printf("The given number is negative");
11    }
12    else if(num>0)
13    {
14        printf("The given number is positive");
15    }
16    else
17    {
18        printf("The given number is zero");
19    }
20    if(num%2==0)
21    {
22        printf("\nand the number is even");
23    }
24    else
25    {
26        printf("\nand the number is odd");
27    }
28    return 0;
29 }
```

The program is compiled and executed. The output window shows the following text:

```
Enter the number: -33
The given number is negative
and the number is odd
Process returned 0 (0x0)   execution time : 2.892 s
Press any key to continue.
```

The bottom status bar shows the file path: F:\CODE\Ir-4,0432420510101\2.positive, negative,zero or odd even.c. The taskbar at the bottom shows the Windows taskbar with various icons and the system clock displaying 7:40 AM on 9/25/2024.

3.identify alphabet,digit or symbol

The screenshot displays the CodeBlocks IDE interface. The main editor window shows a C program that identifies if a character is an alphabet, digit, or symbol. The program is compiled and run, showing the output 'The input is a symbol'.

```
1  #include<stdio.h>
2  int main()
3  {
4      char ch;
5      printf("Enter alphabet/non-alphabet/symbol: ");
6      scanf("%c",&ch);
7
8      if(('A'<=ch && ch<='Z') || ('a'<=ch && ch<='z'))
9      {
10         printf("The input is an alphabet");
11     }
12     else if('0'<=ch && ch<='9')
13     {
14         printf("The input is a digit/number");
15     }
16     else
17     {
18         printf("The input is a symbol");
19     }
20     return 0;
21 }
22
```

The terminal window shows the execution output:

```
Enter alphabet/non-alphabet/symbol: %
The input is a symbol
Process returned 0 (0x0)   execution time : 1.448 s
Press any key to continue.
```

The bottom status bar shows the file path: F:\CODE\Ir-4,0432420510101\3.identify alphabet,digit or symbol.c. The taskbar at the bottom shows the system clock as 8:11 PM on 9/24/2024.

4.vowel or consonant

The screenshot displays the Code::Blocks IDE interface. The main editor window shows a C program titled "4.vowel or consonant.c". The program includes `<stdio.h>` and defines a `main()` function. Inside `main()`, a character `ch` is declared. A `printf` statement prompts the user to "Enter the letter:". A `scanf` statement reads the input character into `ch`. An `if` statement checks if `ch` is a vowel ('a', 'e', 'i', 'o', 'u' or 'A', 'E', 'I', 'O', 'U'). If true, it prints "The character %c is a vowel.". An `else if` statement checks if `ch` is an alphabetic character (between 'a' and 'z' or 'A' and 'Z'). If true, it prints "The character %c is a consonant.". Otherwise, it prints "The character %c is a invalid character.". The program returns 0.

A terminal window titled "F:\CODE\lr-4,0432420510101\" is open, showing the program's execution. It displays the prompt "Enter the Letter: E", the output "The character E is a vowel.", and the message "Process returned 0 (0x0) execution time : 6.694 s".

The bottom status bar shows the file path "F:\CODE\lr-4,0432420510101\4.vowel or consonant.c", the language "C/C++", and the current position "Line 21, Col 2, Pos 526".

```
1  #include<stdio.h>
2  int main()
3  {
4      char ch;
5      printf("Enter the letter: ");
6      scanf("%c",&ch);
7      if(ch=='a' || ch=='e' || ch=='i' || ch=='o' || ch=='u' ||
8         ch=='A' || ch=='E' || ch=='I' || ch=='O' || ch=='U')
9      {
10         printf("The character %c is a vowel.",ch);
11     }
12     else if((ch>='a' && ch<='z') || (ch>='A' && ch<='Z'))
13     {
14         printf("The character %c is a consonant",ch);
15     }
16     else
17     {
18         printf("The character %c is a invalid character",ch);
19     }
20     return 0;
21 }
22
```

Enter the Letter: E
The character E is a vowel.
Process returned 0 (0x0) execution time : 6.694 s
Press any key to continue.

Logs & others

- Code::Blocks
- Search results
- Cccc
- Build log
- Build messages
- CppCheck/Vera++
- CppCheck/Vera++ messages
- Cscope
- Debugger
- DoxyBlocks
- Fortran info
- Closed files list
- Thread search

F:\CODE\lr-4,0432420510101\3.identify alphabet,digit or symbol.c
ToDoList: Warning: No to-do types or comment symbols selected to search for, nothing to do.
ToDoList: Warning: No to-do types or comment symbols selected to search for, nothing to do.
F:\CODE\lr-4,0432420510101\4.vowel or consonant.c
NativeParser:DeleteParser: Deleting parser for project "NONE"
NativeParser:CreateParser: Finish creating a new parser for project "NONE"
NativeParser:OnParserEnd: Project "NONE" parsing stage done!

Activate Windows
Go to Settings to activate Windows.

F:\CODE\lr-4,0432420510101\4.vowel or consonant.c C/C++ Windows (CR+LF) WINDOWS-1252 Line 21, Col 2, Pos 526 Insert Read/Write default ENG US 8:29 PM 9/24/2024

5.k to o

The screenshot displays the Code::Blocks IDE interface. The main editor window shows a C program titled "5.k to o.c" with the following code:

```
1  #include<stdio.h>
2  int main()
3  {
4      char alph;
5      printf("Enter the alphabet: ");
6      scanf("%c",&alph);
7
8      if(alph>='k' && alph<='o')
9      {
10         printf("The alphabet %c is in between k and o",alph);
11     }
12     else
13     {
14         printf("The alphabet %c isn't between k and o",alph);
15     }
16     return 0;
17 }
18
```

Overlaid on the right side of the IDE is a terminal window titled "F:\CODE\Ir-4,0432420510101" showing the program's execution:

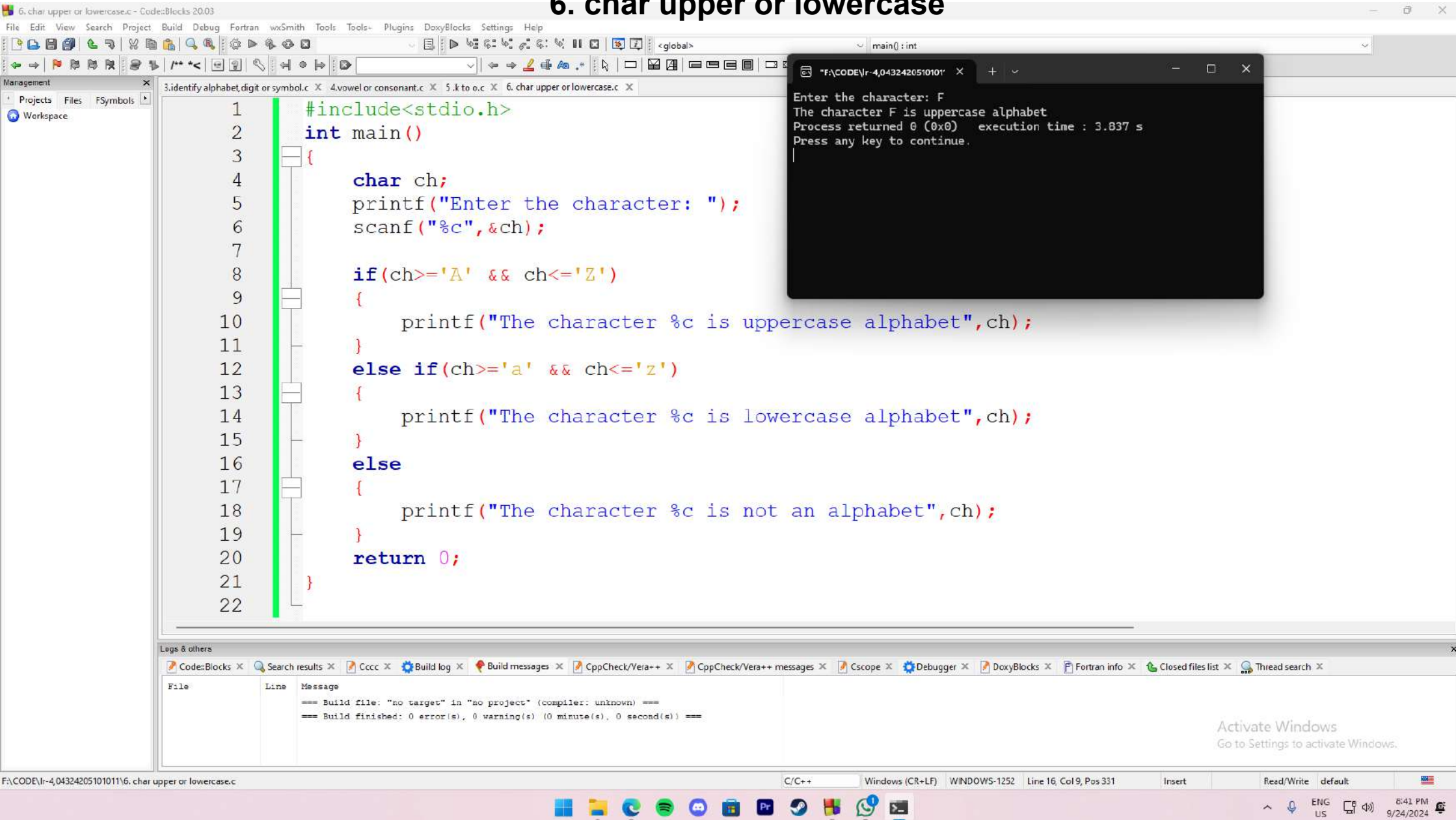
```
Enter the alphabet: K
The alphabet K isn't between k and o
Process returned 0 (0x0)   execution time : 1.966 s
Press any key to continue.
```

At the bottom of the IDE, the "Logs & others" panel shows build messages:

```
== Build file: "no target" in "no project" (compiler: unknown) ==
== Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ==
```

The Windows taskbar at the bottom shows the system clock as 8:35 PM on 9/24/2024.

6. char upper or lowercase



```
1 #include<stdio.h>
2 int main()
3 {
4     char ch;
5     printf("Enter the character: ");
6     scanf("%c", &ch);
7
8     if(ch>='A' && ch<='Z')
9     {
10         printf("The character %c is uppercase alphabet", ch);
11     }
12     else if(ch>='a' && ch<='z')
13     {
14         printf("The character %c is lowercase alphabet", ch);
15     }
16     else
17     {
18         printf("The character %c is not an alphabet", ch);
19     }
20     return 0;
21 }
22 }
```

Terminal Output:

```
Enter the character: F
The character F is uppercase alphabet
Process returned 0 (0x0)   execution time : 3.837 s
Press any key to continue.
```

Build Messages:

File	Line	Message
		=== Build file: "no target" in "no project" (compiler: unknown) ===
		=== Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ===

Windows Taskbar: 8:41 PM 9/24/2024

7. triangle valid or not

The screenshot displays the Code::Blocks IDE with a C program titled "7. triangle valid or not.c". The program's logic is as follows:

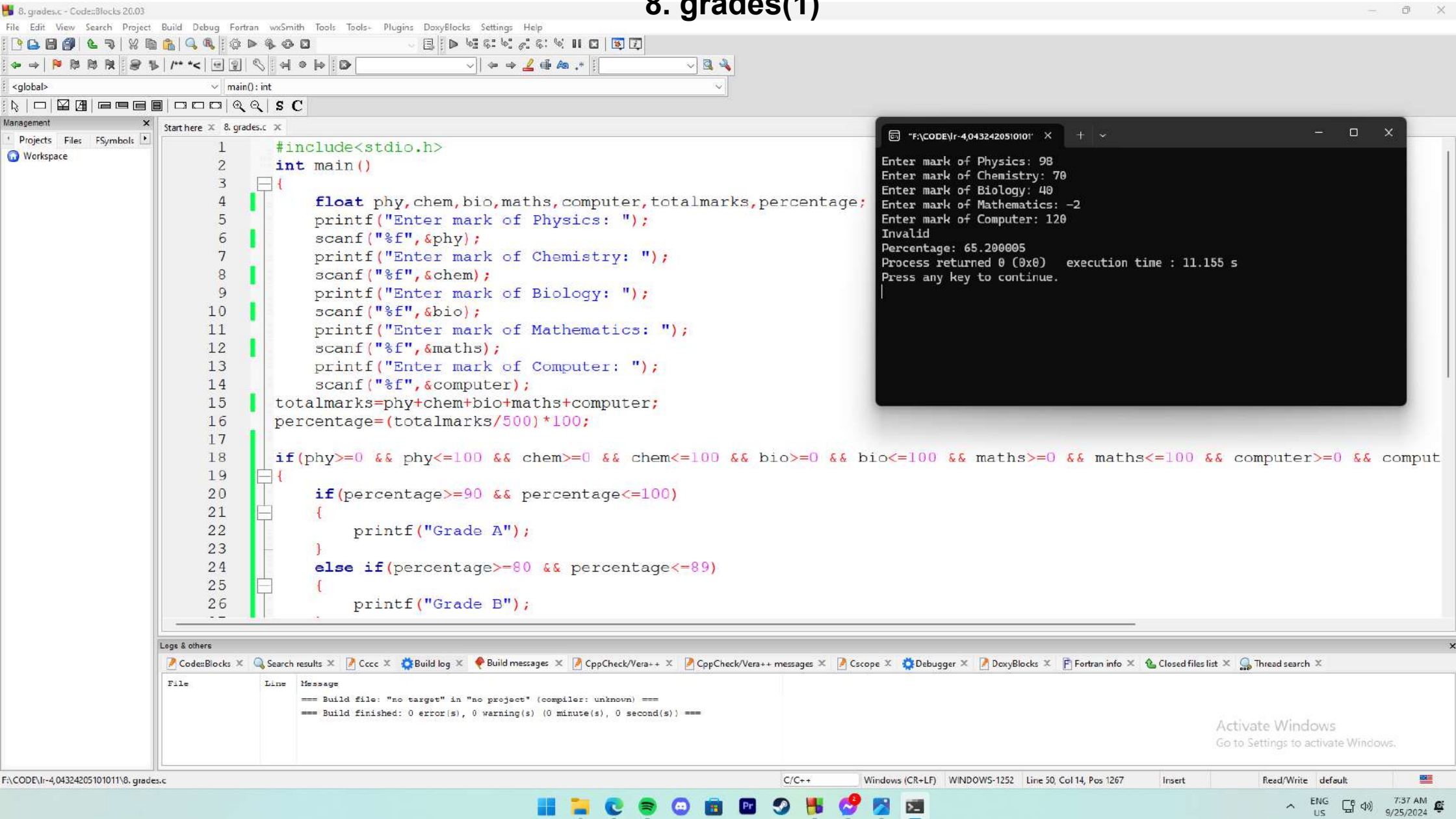
```
1  #include<stdio.h>
2  int main()
3  {
4      float angle1,angle2,angle3,triangle=180;
5      printf("Enter 3 angles of the triangle: ");
6      scanf("%f %f %f",&angle1,&angle2,&angle3);
7
8      if((angle1+angle2+angle3)==triangle)
9      {
10         printf("The triangle is valid");
11     }
12     else
13     {
14         printf("The triangle isn't valid check angles");
15     }
16     return 0;
17 }
18
19
```

The terminal window shows the program's execution with the following output:

```
Enter 3 angles of the triangle: 44
56
80
The triangle is valid
Process returned 0 (0x0)   execution time : 6.590 s
Press any key to continue.
```

The IDE's status bar at the bottom indicates the current file is "F:\CODE\Ir-4,0432420510101\7. triangle valid or not.c", the language is "C/C++", and the cursor is at "Line 15, Col 6, Pos 357". The taskbar at the very bottom shows the Windows taskbar with various application icons and the system clock displaying "8:48 PM 9/24/2024".

8. grades(1)



The screenshot displays a C++ IDE with the following components:

- Code Editor:** Contains the source code for `8. grades.c`. The code includes `<stdio.h>` and defines a `main()` function. It prompts the user to enter marks for Physics, Chemistry, Biology, Mathematics, and Computer. It then calculates the total marks, percentage, and assigns a grade (A or B) based on the percentage.
- Terminal:** Shows the program's execution. It prompts for marks and displays the calculated percentage (65.200005) and grade (A).
- Log & others:** Displays build messages, including "Build file: 'no target' in 'no project' (compiler: unknown) ===" and "Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ===".

```
1  #include<stdio.h>
2  int main()
3  {
4      float phy,chem,bio,maths,computer,totalmarks,percentage;
5      printf("Enter mark of Physics: ");
6      scanf("%f",&phy);
7      printf("Enter mark of Chemistry: ");
8      scanf("%f",&chem);
9      printf("Enter mark of Biology: ");
10     scanf("%f",&bio);
11     printf("Enter mark of Mathematics: ");
12     scanf("%f",&maths);
13     printf("Enter mark of Computer: ");
14     scanf("%f",&computer);
15     totalmarks=phy+chem+bio+maths+computer;
16     percentage=(totalmarks/500)*100;
17
18     if(phy>=0 && phy<=100 && chem>=0 && chem<=100 && bio>=0 && bio<=100 && maths>=0 && maths<=100 && computer>=0 && comput
19     {
20         if(percentage>=90 && percentage<=100)
21         {
22             printf("Grade A");
23         }
24         else if(percentage>=80 && percentage<=89)
25         {
26             printf("Grade B");
27         }
28     }
```

Terminal Output:

```
Enter mark of Physics: 98
Enter mark of Chemistry: 70
Enter mark of Biology: 40
Enter mark of Mathematics: -2
Enter mark of Computer: 120
Invalid
Percentage: 65.200005
Process returned 0 (0x0)   execution time : 11.155 s
Press any key to continue.
```

Log & others:

```
File      Line      Message
=====
Build file: "no target" in "no project" (compiler: unknown) ==
Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ==
```


8. grades(2)

The screenshot displays the Code::Blocks IDE interface. The main editor window shows the source code for a file named '8. grades.c'. The code is a C program that calculates a grade based on a percentage. It uses a series of 'else if' statements to check the percentage range and prints the corresponding grade (A, B, C, D, E, F, or Invalid). The percentage is calculated as the sum of marks in Physics, Chemistry, Biology, Mathematics, and Computer, divided by 5. The program returns 0 at the end.

```
27 }
28 else if(percentage>=70 && percentage<=79)
29 {
30     printf("Grade C");
31 }
32 else if(percentage>=60 && percentage<=69)
33 {
34     printf("Grade D");
35 }
36 else if(percentage>=40 && percentage<=59)
37 {
38     printf("Grade E");
39 }
40 else if(percentage>=0 && percentage<=39)
41 {
42     printf("Grade F");
43 }
44 }
45 else
46 {
47     printf("Invalid");
48 }
49 printf("\nPercentage: %f",percentage);
50 return 0;
51 }
52 }
```

Overlaid on the IDE is a terminal window titled 'F:\CODE\lr-4,0432420510101\'. It shows the execution of the program with the following input and output:

```
Enter mark of Physics: 90
Enter mark of Chemistry: 80
Enter mark of Biology: 7
Enter mark of Mathematics: 99
Enter mark of Computer: 92
Grade C
Percentage: 73.599998
Process returned 0 (0x0)   execution time : 16.223 s
Press any key to continue.
```

At the bottom of the IDE, the 'Logs & others' panel shows build messages:

```
File      Line      Message
=====
Build file: "no target" in "no project" (compiler: unknown) ===
Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ===
```

The Windows taskbar at the bottom shows the system clock as 7:35 AM on 9/25/2024, with the language set to ENG US.