1. #include <stdio.h>

int main() {

printf("SHashen Silva\n");

printf("Ananda sastralaya mathugama\n");

}

2. #include <stdio.h>

int main() {

printf("\*\n");

printf("\*\*\n");

printf("\*\*\*\n");

printf("\*\*\*\*\n");

printf("\*\*\*\*\*\n");

}

3. #include<stdio.h>

int main () {

int intType;

float floatType;

double doubleType;

char charType;

printf("Size of int: %zu bytes\n", sizeof(intType));

printf("Size of float: %zu bytes\n", sizeof(floatType));

printf("Size of double: %zu bytes\n", sizeof(doubleType));

printf("Size of char: %zu byte\n", sizeof(charType));

return 0;

}

4. #include <stdio.h>

int main() {

int number1, number2, sum;

printf("Enter two integers: ");

scanf("%d %d", &number1, &number2);

sum = number1 + number2;

printf("%d + %d = %d", number1, number2, sum);

return 0;

}

5.

#include <stdio.h>

int main()

{

int num1, num2;

float avg;

printf("Enter first number: ");

scanf("%d",&num1);

printf("Enter second number: ");

scanf("%d",&num2);

avg= (float)(num1+num2)/2;

printf("Average of %d and %d is: %.2f",num1,num2,avg);

}

6. #include <stdio.h>

struct student {

char name[50];

int roll;

float marks;

} s;

int main() {

printf("Enter information:\n");

printf("Enter name: ");

fgets(s.name, sizeof(s.name), stdin);

printf("Enter roll number: ");

scanf("%d", &s.roll);

printf("Enter marks: ");

scanf("%f", &s.marks);

printf("Displaying Information:\n");

printf("Name: ");

printf("%s", s.name);

printf("Roll number: %d\n", s.roll);

printf("Marks: %.1f\n", s.marks);

}

7. #include<stdio.h>

int main() {

double first, second, temp;

printf("Enter first number: ");

scanf("%lf", &first);

printf("Enter second number: ");

scanf("%lf", &second);

temp = first;

first = second;

second = temp;

printf("\nAfter swapping, first number = %.2lf\n", first);

printf("After swapping, second number = %.2lf", second);

return 0;

}

8. The color: blue

First number: 12345

Second number: 0025

Third number: 1234

Float number: 3.14

Hexadecimal: ff

Octal: 377

Unsigned value: 150

Just print the percentage sign %