Assignment-2

<u>Operators in C language</u>

1. **Wap to print unit digit of a given number.**

   →
   ```c
   #include<stdio.h>
   Int main()
   {
           int x , digit;
           printf("enter a number");
           scanf("%d",&x);
           digit= (x%10);
           printf("unit digit=%d",digit);
           return 0;
   }
   ```

2. **Wap to print a given number without its last digit.**

   →
   ```c
   #include<stdio.h>
   int main()
   {
           Int x , digit;
           printf("enter a number");
           scanf("%d",&x);
           digit= (x/10);
           printf(" number without last digit number=%d",digit);
           return 0;
   }
   ```

3. **Wap to swap values of two int variables.**

   →
   ```c
   #include<stdio.h>
   int main()
   {
           int a , b , c;
           printf(" enter two numbers ");
           scanf("%d %d",&a,&b);
           c=a;
           a=b;
   ```

```c
            b=c;
            printf("swapping two numbers=%d %d",a,b);
            return 0;
        }
```

4. Wap to swap values of two int variables without using a third variable.

→
```c
#include<stdio.h>

int main()

{

        int a , b;

        printf("enter two numbers ");

        scanf("%d %d",&a,&b);

        a= a+b;

        b= a-b;

        a= a-b;

        printf("swapping two numbers =%d %d",a,b);

        return 0;

}
```

5. Wap to input a three – digit number and display the sum of the digits.

→
```c
#include<stdio.h>
int main()
{
        int x=123;
        int rem=0,sum=0;
        rem = x%10;
        x=x\10;
        sum = sum+rem;
        rem =x%10;
```

```
x=x\10;
sum =sum+rem;
rem =x%10;
x=x\10;
sum =sum+rem;
printf("%d",sum);
return0;
}
```

6. Wap which takes a character as an input and display its ASCII code.

```
→    #include<stdio.h>
int main()
{
    char  x;
    printf("enter a character ");
    scanf("%c",&x);
    printf("%d",x);
    return 0;
}
```

7. Wap to check whether the given number is even or odd using a bitwise operator.

```
→        #include<stdio.h>
int main()
{
    int x ;
    printf("enter a number ");
    scanf("%d",&x);
    int result = x&1 ;
```

```c
            if (result == 1)
                    printf("odd number ");
            else
                    printf("even number ");
            return 0 ;
    }
```

8. **Wap to print size of an int, a float ,a char and a double type variable.**

→

```c
# include < stdio.h>
Int main()
{
        Int a;
        a=sizeof (int);
        printf("size is %d",a);
        return 0;
}
```

→ **a float**

```c
# include<stdio.h>
int main()
{
        int a;
        a= sizeof ( float);
        printf("size is %d",a);
        return 0;
}
```

→ **a char**

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

```c
int main()
{
    int a;
    a =sizeof ( char);
    printf("size is %d",a);
    return 0;
}
```

→ **a double**

```c
# include<stdio.h>
int main()
{
    int a;
    a = sizeof (double);
    printf("size is %d",a);
    return 0;
}
```

9. **Wap to make the last digit of a number stored in a variable as zero.**

(example:- if x=2345 then make it x=2340)

→

```c
# include <stdio.h>
Int main()
{
    int x, digit;
    printf(" enter a number");
```

```c
        sacnf("%d",& x);

        digit=(x\10)*10;

        printf("x=%d", digit);

        return 0;

}
```

10. Wap to input a number form the user and also input a digit . Append a digit in the number and print the resulting number.

(example :- number =234 and digit= 9 then the resulting number is 2349)

→
```c
#include<stdio.h>
int main()
{
        int x , n=9 ;
        printf("enter a number ");
        scanf("%d",&x);
        x= x * 10 ;
        x= x + 9 ;
        printf("%d",x);
        return 0 ;
}
```

11. Wap to take a three – digit number from the user and rotate its digit by one position towards the right .

→
```c
#include<stdio.h>
int main()
```

```c
{
    int x , q , r ;
    printf("enter a three digit numbers ");
    scanf("%d",&x);
    q= x / 10 ;
    r= x % 10 ;
    x= r * 100 + q ;
    printf("%d ",x);
    return 0 ;
}
```