Second Phase

1. Find the sum of 100 students marks enter by the keyboard.

2. Matrix multiplication.

3. All programs should be made by function.

4. Structure, call by value and call by reference.

5. Recursion.

6. Copy a file A₁.txt to A₂.txt

7. Searching a element in the given array.

8. Binary Search.

Sorting
   (a) insertion sort
   (b) Bubble sort
   (c) merge sort

(cnt

(23) write a program in c that will print 1 to 100 digit.

(24) write a program in c that will print table for a given number entered by the keyboard.

(25) W.A.P. in c that will produce Arithmetic progression. [First term, Common difference, no of input is tapen from the keyboard]

(26) W.A.P in c that will Calculate (a^b). [a and b enter by the keyboard].

(27) W.A.P in c that will Calculate factorial for a given number enter in by the (number) keyboard.

(28) W.A.P in c that will tell given number is prime or not.

(29) W.A.P in c that will Calculate reverse of a given number is equal that number or not.

(19) W.A.P in c that will tape 3 input from the keyboard and produce a increasing sequence of that number.

(20) W.A.P in c that will tape two input (one co-ordinate) from the keyboard and produce a output in which Quardent it will lie

Nor

```
       - +  |  + +
      _____|_____
       - -  |  + -
```
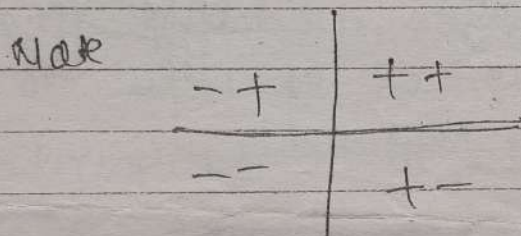
(21) W.A.P in c that will reverse three digit number enter by the keyboard.

(22) W.A.P in c that will calculate percentage of a student under given condition.

if marks > 75   with honour
marks > 60   with Ist division
marks > 45   " IInd "
marks > 30   " IIIrd "
less than 30   fail

(ix)

✶ ✶ ✶ ✶ ✶ ✶ ✶ ✶ ✶
✶ ✶ ✶ ✶   ✶ ✶ ✶ ✶
✶ ✶ ✶   ✶ ✶ ✶
✶ ✶   ✶ ✶
✶   ✶

(x)

A B C D E   F G H I
A B C D   F G H I
A B C   G H I
A B   H I
A   I

(xi)

A B C D E D C B A
A B C D   D C B A
A B C   C B A
A B   B A
A   A

(xii)

```
            A
          B A
        C B A
      D C B A
    E D C B A
```

(xiii)

```
            A
          A B
        A B C
      A B C D
    A B C D E
```

draw this pattern.

(i)
```
*
* *
* * *
* * * *
* * * * *
```

(ii)
```
A
B A
A B A
B A B A
B A B A B
```

(iii)
```
1
2 3
4 5 6
7 8 9 0
1 2 3 4 5
```

(iv)
```
A
A B
A B C
A B C D
A B C D E
```

(v)
```
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
```

(vi)
```
A
B A
A B A
B A B A
A B A B A
```

(vii)
```
        *
      *   *
    *   *   *
  *   *   *   *
*   *   *   *   *
```

(viii)
```
A
B C
D E F
G H I J
K L M N O
```

⑧ W.A.P in c that will take three input from the keyboard and calculate which one is smaller

⑨ write a program of
(1) arithmetic operator.
(2) Bitwise "
(3) Shift "
(4) increment/decrement operator.
(5) Relational operator.

⑩ W.A.P in c that calculate given year from the keyboard is leap year or not.

⑪ W.A.P in c that will calculate licence fee for the given condition

if age < 18   18   not possible

if age > 18 and age < 60
        than possible
and fee for   male - 1500
        "   "   female - 1000

programming in c

① write a program in c that will print hello on the screen.

② W.A.P in c that will explain data type in c [draw the chart also that having size and format specifier]

③ W.A.P in c that will calculate tax amount for a given salary enter by the user.

   Note \ if salary > 100000 tax=10%.
         otherwise tax=0%

④ WAP in c that will take two input from the keyboard and tells which one is greater.

⑤ Swaping of two number.
⑥ Swaping of two number without using third variable.

⑦ W.A.P in c that will take 3 co-ordinate (6 input) from the keyboard and give the output that they lie in the same line or not