

## 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



~~C++~~  
(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 taken 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 by the (number) keyboard.

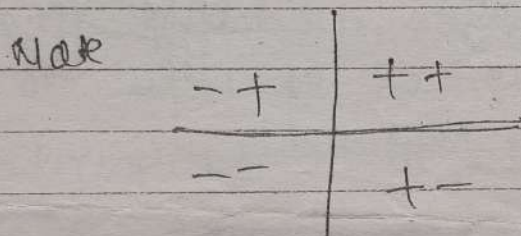
(28) W.A.P. in C that will tell given number is prime or not.

(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 take 3 input from the keyboard and produce a increasing sequence of that number.

②⑩ w.A.P in C that will take two input (one co-ordinate) from the keyboard and produce a output in which quadrant it will lie



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 I <sup>st</sup> division
marks > 45	" II <sup>nd</sup> "
marks > 30	" III <sup>rd</sup> "
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.

calculate

⑩ W.A.P in C that, 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  $\text{age} < 18$  is not possible

if  $\text{age} > 18$  and  $\text{age} < 60$   
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 <sup>format</sup> 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 ~~no~~ input) from the keyboard and give the output that they lie in the same line or not