```
Problem no.(1)
#include<stdio.h>
int main()
{
  int x = 1234;
  printf("the unit digit of %d is %d",x,x%10);
  return 0;
}
Problem no.(2)
#include<stdio.h>
int main()
  int x = 54321;
  printf("The number %d without its last digit is %d",x,x/10);
  return 0;
}
Problem no.(3)
#include<stdio.h>
int main()
  int x = 50, y = 100, t;
  t = x;
  x = y;
  y = t;
  printf("X = %d', Y = %d'', x, y);
  return 0;
}
```

## Problem no.(4)

#include<stdio.h>

```
int main()
  int x = 50, y = 100;
  x = x+y;
  y = x-y;
  x = x-y;
  printf("x = %d,y = %d",x,y);
  return 0;
}
Problem no.(5)
#include<stdio.h>
Int main()
{
Int x = 123,y,z;
y = x/10;
y = y%10;
z = x/10;
z = z/10;
x = x\%10;
printf("Sum of %d, %d and %d is %d",x,y,z,x+y+z);
Return 0;
}
Problem no.(6)
#include<stdio.h>
int main()
{
  char ch = 'A';
  printf("ASCII code of %c is %d",ch,ch);
```

```
return 0;
}
Problem no.(7)
#include<stdio.h>
int main()
{
   int x;
printf("Enter the number to check no is even or odd\n");
scanf("%d",&x);
(x&1)?printf("Number is odd"):printf("Number is even");
   return 0;
}
Problem no.(8).
#include<stdio.h>
int main()
{
     int x; float y; char ch; double z;
  printf("Size of Int vaiable is %d bytes\n",sizeof(x));
  printf("Size of Float variable is %d bytes\n",sizeof(y));
  printf("Size of Character variable is %d bytes\n",sizeof(ch));
  printf("Size of Double variable is %d bytes\n",sizeof(z));
   return 0;
}
Problem no (9)
#include<stdio.h>
int main()
   int x = 2345;
   x = x/10;
```

```
x = x*10;
 printf("x = %d",x);
   return 0;
}
Problem no(10)
#include<stdio.h>
int main()
{
       int x=234, y=9;
        x = x*10;
        x = x+y;
  printf("The append digit is %d",x);
       return 0;
}
Problem number (11).
#include<stdio.h>
int main()
{
      float INR, USD;
  printf("Enter the INR value\n");
  scanf("%f",&INR);
      USD = INR/76.23;
  printf("The value in USD is %.2f" ,USD);
     return 0;
}
Problem number (12).
#include<stdio.h>
int main()
{
```

```
int x;
printf("Enter three digit number\n");
scanf("%d",&x);
x = (x%10)*100 + (x/10);
printf("rotate number is %d",x);
return 0;
}
```