1. Assignments on Variables, Operators, Expressions and Assignment statements

1. Define an integer (int) variable. Read a number from the user into this variable. Finally print the value in the variable. Also print the variable as hexadecimal(hex) number and as octal number.

Ans:

#include <stdio.h>

int main()

{

int num;

printf("Enter the number:\n");

scanf("%d",&num);

printf("In Decimal =%d\n",num);

printf("In Hexadecimal =%x\n",num);

printf("In Octal =%o\n",num);

return 0;

}

2. Define a short integer (short) variable. Read a number from the user into this variable. Finally print the value in the variable. Also print the variable as hex number and octal number.

Ans:

#include <stdio.h>

int main()

{

short int num;

printf("Enter the number:\n");

scanf("%hd",&num);

printf("In Decimal =%hd\n",num);

printf("In Hexadecimal =%hx\n",num);

printf("In Octal =%ho\n",num);

return 0;

}

3. Define a character (char) variable. Read a character from the user into this variable. Finally print the character in the variable. Also print the char variable as decimal number and also as hex number.

Ans:

#include <stdio.h>

int main()

{

char a;

printf("Enter the varible:\n");

scanf("%c",&a);

printf("You Enter varible: %c",a);

printf("In Decimal =%d\n",a);

printf("In Hexadecimal =%x\n",a);

return 0;

}

4. Define a small integer (char) variable. Read a small number from the user into this variable. Finally print the variable. Also print the variable as hex number and octal number.

Ans:

#include <stdio.h>

int main()

{

short int a;

printf("Enter the varible:\n");

scanf("%hd",&a);

printf("You Enter varible: %hd\n",a);

printf("In Hexadecimal =%x\n",a);

printf("In Octal =%o\n",a);

return 0;

}

5. Define a 64 bit integer (long long) variable. Ask user to enter his mobile number. Read and store the mobile number in the 64 bit integer. Print the mobile phone number.

Ans:

#include <stdio.h>

int main()

{

long long int num;

printf("Enter the mobile number:\n");

scanf("%lld",&num);

printf("You Enter mobile phone number :%lld\n",num);

return 0;

}

6. Define two integer variables. Read two numbers from the user into these variables. Next calculate and print the sum, difference, product, quotient and remainder.

Ans:

#include <stdio.h>

int main()

{

int num1,num2,sum,sub,mul,divi,mod;

printf("Enter the two number:\n");

scanf("%d%d",&num1,&num2);

sum=num1+num2;

sub=num1-num2;

mul=num1\*num2;

divi=num1/num2;

mod=num1%num2;

printf("Sum of two number :%d\n",sum);

printf("difference of two number :%d\n",sub);

printf("product of two number :%d\n",mul);

printf("quotient of two number :%d\n",divi);

printf("remainder of two number :%d\n",mod);

return 0;

}

7. Read two integers from the user (that is first define two integer variables and then read). Perform all possible conditional operations on these two integers. Print the results of all these conditional operations. Following are the possible conditinal operators:

Equal to(==) Less than(<) Greater than(>) Less than or Equal to (<=) Greater than or equal to(>=) Not equal to(!=)

Ans:

#include <stdio.h>

int main()

{

int num1,num2,res;

printf("Enter the two number:\n");

scanf("%d%d",&num1,&num2);

if(num1==num2)

printf("Num1 %d is equal to num2 %d\n",num1,num2);

if(num1<num2)

printf("Num1 %d is less than num2 %d\n",num1,num2);

if(num1<=num2)

printf("Num1 %d is less than equal to num2 %d\n",num1,num2);

if(num1>num2)

printf("Num1 %d is greater than num2 %d\n",num1,num2);

if(num1>=num2)

printf("Num1 %d is greater than equal to num2 %d\n",num1,num2);

if(num1!=num2)

printf("Num1 %d is not equal to num2 %d\n",num1,num2);

return 0;

}

8. Read two small integers from the user in hex format. You should ask user to enter only hexadecimal numbers with maximum two digits. Perform all possible bit wise operations on these two numbers. Print the results of all these bit wise operations. Following are the possible bit wise operations:

AND(&) OR(|) EXOR(^) Complement(~) Shift left(<<) Shift right (>>)

Ans:

#include <stdio.h>

int main()

{

short int num1,num2,res;

printf("Enter only hexadecimal numbers with maximum two digits:\n");

scanf("%hx%hx",&num1,&num2);

res=num1&num2;

printf("%d & %d =%d \n",num1,num2,res);

res=num1|num2;

printf("%d | %d =%d \n",num1,num2,res);

res=num1^num2;

printf("%d ^ %d =%d \n",num1,num2,res);

res= ~num1;

printf("Complement %d is %d \n",num1,res);

res= ~num2;

printf("Complement %d is %d \n",num2,res);

res=num1<<num2;

printf("%d << %d =%d \n",num1,num2,res);

res=num1>>num2;

printf("%d >> %d =%d \n",num1,num2,res);

return 0;

}

9. Read two integers from the user. Perform all possible logical operations on these two integers. Print the results of all these logical operations. Following are the possible logical operators:

AND(&&) OR(||) NOT(!)

Ans:

#include <stdio.h>

int main()

{

int num1,num2,res;

printf("Enter two number:\n");

scanf("%d%d",&num1,&num2);

res=num1&&num2;

printf("%d && %d =%d \n",num1,num2,res);

res=num1||num2;

printf("%d || %d =%d \n",num1,num2,res);

res= !num1;

printf("%d logical not is %d \n",num1,res);

res= !num2;

printf("%d logical not is %d \n",num2,res);

return 0;

}

10. Read three integers a, b, and c from the user.

Write the condition to check if a, b and c are equal.

Write the condition to check a is bigger than b and c.

Write the condition to check a is smaller than b and c.

Print the condition result in each case.

Note: Use logical operators to combine the conditional operations on these

variables.

Ans:

#include <stdio.h>

int main()

{

int a,b,c,res;

printf("Enter a,b,c value:\n");

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

if(a==b && a==c)

printf("a,b,c are equal\n");

if(a>b && a>c)

printf(" a is bigger than b and c\n");

if(a<b && a<c)

printf("a is smaller than b and c\n");

return 0;

}

11. Define two float variables, read two float numbers from the user. Print their sum, difference, product and quotient.

Ans:

#include <stdio.h>

int main()

{

float num1,num2,res;

printf("Enter two float varible:\n");

scanf("%f%f",&num1,&num2);

res=num1+num2;

printf("sum of %.2f + %.2f =%0.2f\n",num1,num2,res);

res=num1-num2;

printf("difference of %.2f - %.2f =%0.2f\n",num1,num2,res);

res=num1\*num2;

printf("product of %.2f \* %.2f =%0.2f\n",num1,num2,res);

res=num1/num2;

printf("quotient of %.2f / %.2f =%0.2f\n",num1,num2,res);

return 0;

}

12. Define two double variables, read two float numbers from the user. Print their sum, difference, product and quotient.

Ans:

#include <stdio.h>

int main()

{

double num1,num2,res;

printf("Enter two float varible:\n");

scanf("%lf%lf",&num1,&num2);

res=num1+num2;

printf("sum of %.2lf + %.2lf =%0.2lf\n",num1,num2,res);

res=num1-num2;

printf("difference of %.2lf - %.2lf =%0.2lf\n",num1,num2,res);

res=num1\*num2;

printf("product of %.2lf \* %.2lf =%0.2lf\n",num1,num2,res);

res=num1/num2;

printf("quotient of %.2lf / %.2lf =%0.2lf\n",num1,num2,res);

return 0;

}

13. Define two double variables with names as 'degrees' and 'radians'. From the user read degrees. Convert the degrees to radians and store in the 'radians' variable. Finally print the degrees and radians.

Ans:

#include <stdio.h>

#define pi 3.14

int main()

{

double degrees,radians;

printf("Enter degrees:\n");

scanf("%lf",&degrees);

radians=degrees\*(pi/180);

printf("degrees %lf and radians %lf \n",degrees,radians);

return 0;

}

14. Define a double variable with name as 'angle'. Read degrees from the user into this 'angle'. Convert 'angle' into radians.

Ans:

#include <stdio.h>

#define pi 3.14

int main()

{

double angle,radian;

printf("Enter degrees:");

scanf("%lf",&angle);

radian=angle\*(pi/180);

printf("angle in degree %.2lf\n",angle);

printf("angle in radian %.2lf\n",radian);

return 0;

}

15. Read angle in degrees from the user into a double variable. Convert the degrees to radians. Use math library function sin() and calculate the sine of given angle. Print the degrees given, radians and its sign value.

Ans:

#include <stdio.h>

#include <math.h>

#define pi 3.14

int main()

{

double angle,radian,sine;

printf("Enter angle in degrees:\n");

scanf("%lf",&angle);

radian=angle\*(pi/180);

sine = sin(radian);

printf("Degrees: %.2lf\n",angle);

printf("Radians: %.2lf\n",radian);

printf("Sine: %.2lf\n",sine);

return 0;

}

16. Extend the above program to calculate the cos and tan values for the given degrees by using math library functions cos() and tan().

Ans:

#include <stdio.h>

#include <math.h>

#define pi 3.14

int main()

{

double angle,radian,sine,cosin,tans;

printf("Enter angle in degrees:\n");

scanf("%lf",&angle);

radian=angle\*(pi/180);

sine = sin(radian);

cosin = cos(radian);

tans = tan(radian);

printf("Degrees: %.2lf\n",angle);

printf("Radians: %.2lf\n",radian);

printf("Sin: %.2lf\n",sine);

printf("Cosine: %.2lf\n", cosin);

printf("Tangent: %.2lf\n", tans);

return 0;

}

17. Extend the above program to convert sin, cos and tan values back to radians by using inverse functions of sin, cos and tan.

Ans:

#include <stdio.h>

#include <math.h>

#define pi 3.14

int main()

{

double angle,radian,sine,cosin,tans,sinradian,cosradian,tanradian;

printf("Enter angle in degrees:\n");

scanf("%lf",&angle);

radian=angle\*(pi/180);

sine = sin(radian);

cosin = cos(radian);

tans = tan(radian);

sinradian = asin(sine);

cosradian = acos(cosin);

tanradian = atan(tans);

printf("Degrees: %.2lf\n",angle);

printf("Radians: %.2lf\n",radian);

printf("Sine: %.2lf\n", sine);

printf("Sine in Radians: %.2lf\n",sinradian);

printf("Cosine: %.2lf\n", cosin);

printf("Cosine in Radians: %.2lf\n",cosradian);

printf("Tangent: %.2lf\n", tans);

printf("Tangent in Radians: %.2lf\n",tanradian);

return 0;

}

18. Q18. Read a double value from the user, calculate its square root by using

math library function sqrt(). Print the given number and its square root.

#include <stdio.h>

#include <math.h>

int main()

{

double num,sqroot;

printf("enter the number\n");

scanf("%lf", &num);

sqroot=sqrt(num);

printf("the given number is %.2lf\n",num);

printf("the sqroot of the given number is %.2lf\n",sqroot);

return 0;

}

Q19. Write a program to use the math function pow(). Read base and power

values fron the user as double variables. Use pow() to calculate the

base raised by the power. Finally print the base, power and base raised

by power.

\*/

#include <stdio.h>

#include <math.h>

int main() {

double base, power, result;

printf("Enter the base: ");

scanf("%lf", &base);

printf("Enter the power: ");

scanf("%lf", &power);

result = pow(base, power);

printf("Base: %.2lf\n", base);

printf("Power: %.2lf\n", power);

printf("Result: %.2lf\n", result);

return 0;

}

Q20.Read angle in degrees as double variable. Calculate sine and cos of     given angle. Compute square root of , sum of sin square and cos square.     For any angle this value should be 1.

#include<stdio.h>

#include<math.h>

int main()

{

double angle,sine, cose;

printf("enter the angle in degree\n");

scanf("%lf", &angle);

sine=sin(angle);

cose=cos(angle);

int sum=sqrt((sine\*sine)+(cose\*cose));

printf("angle: %lf\n", angle);

printf("sine: %lf\n", sine);

printf("cose: %lf\n", cose);

printf("sum of sqrootof of sine square & cossquare %d\n",sum);

}

Q21.  Read the radius of a sphere from the user. Calculate the volume of the     sphere and print it. Use all variables of type 'double' only.     Formula for volume of sphere is : (4.0/3.0) \* PI \* r \* r \* r

#include<stdio.h>

#define PI 3.14

int main()

{

double rad, vol;

printf("enter the radius of the sphere\n");

scanf("%lf", &rad);

vol= (4.0/3.0)\*PI\*rad\*rad\*rad;

printf("vol of the sphere is %.2lf\n", vol);

}

Q22.  Read the radius of a sphere from the user. Calculate the surface are     of the sphere and print it. Use all variables of type 'double' only.     Formula for surface area of sphere is : 4.0 \* PI \* r \* r

#include<stdio.h>

#define PI 3.14

int main()

{

double rad, surface\_area;

printf("enter the radius of the sphere\n");

scanf("%lf", &rad);

surface\_area= 4.0\*PI\*rad\*rad;

printf("vol of the sphere is %.2lf\n", surface\_area);

}

Q23.Read the radius of sphere from the user. Ask user to enter the radius in     the units of centi meters only. Print the values of densities to the     user as given below

Following are the densities of some metals:

  Aluminum       2.712 grams/cm3 (grams per centimeter cube)

  Copper         8.940

Gold          19.320

  Iron           7.850

   Silver        10.490

2     Next ask the user to enter the density of the metal of the sphere.      Finally print the weight of the sphere.     Formula for weight : volume \* Density.

#include<stdio.h>

#define PI 3.14

int main()

{

double radius, vol, weight,density;

double aluminum= 2.712;

double copper= 8.940;

double gold= 19.320;

double iron= 7.850;

double silver= 10.490;

printf("Enter the radius in units of centimeters:\n");

scanf("%lf", &radius);

//radius=radius/100;

vol= (4.0/3.0)\*PI\*radius\*radius\*radius;

/\* printf("Following area the densities of some metal:\n");

printf("Aluminum: %.3lf\n", aluminum\*vol);

printf("Copper: %.3lf\n", copper\*vol);

printf("Gold: %.3lf\n", gold\*vol);

printf("Iron: %.3lf\n", iron\*vol);

printf("Silver: %.3lf\n", silver\*vol);\*/

printf("Following area the densities of some metal:\n");

printf("Aluminum 2.712 grams/cm3\n");

printf("Copper 8.940 grams/cm3\n");

printf("Gold 19.320 grams/cm3\n");

printf("Iron 7.850 grams/cm3\n");

printf("Silver 10.490 grams/cm3\n");

printf("enter the density of metal in gram /cm3:\n");

scanf("%lf", &density);

weight= vol\*density;

printf("the weight of the density is %3lf\n", weight);

return 0;

}

Q24. Following is the formula for the compound interest

A = P \* ( (1 + (r/n)) \*\* (n\*t) )

Note: \*\* means 'Power of'

P = Principal amount (the initial amount you borrow or deposit)

r = Annual rate of interest

t = Number of years the amount is deposited or borrowed for

A = Amount of money accumulated after n years, including interest

n = Number of times the interest is compounded per year

Write a program which reads P,r,n and t. Use all variables of type

double only. Compute the value of 'A' and print it.

Hint: Use 'power of' function pow()

#include<math.h>

int main()

{

double A, P,r,n,t;

printf("Enter the Principal amount:\n");

scanf("%lf", &P);

printf("Enter the amount rate of intrest:\n");

scanf("%lf", &r);

printf("Enter the number of times the intrest is compund per year:\n");

scanf("%lf", &n);

printf("Enter the number of years the amount is deposited or borrow for:\n");

scanf("%lf", &t);

A= P\* pow((1+(r/n)),(n\*t));

printf("the amount of money accumulated after %0.2lf years is : %0.2lf\n",t,A);

return 0;

}

Q25.Read a character into char variable and print this as small integer in

decimal and hex.

#include<stdio.h>

int main()

{

char ch;

printf("enter the character\n");

scanf("%c", &ch);

printf("In Decimal: %hd\n",ch);

printf("In Hex: 0x%hx\n",ch);

}

Q26.Read a small int into char variable and print this small int as character.

#include<stdio.h>

int main()

{

char ch;

printf("enter the small integer\n");

scanf("%c", &ch);

printf("%hhd\n",ch);

}

Q27.  Read a character into char variable and print the previous character     and the following character.

#include<stdio.h>

int main()

{

char ch;

printf("enter the character\n");

scanf("%c",&ch);

printf("previous *character* is %c\n", ch-1);

printf("following character is %c\n", ch+1);

}

Q28.Ask user to enter a capital letter. Read the capital letter into a char    variable. Set the 5th bit in this char variable to 1. Now print this char     as character

#include<stdio.h>

int main()

{

char ch;

printf("Kinldy enter the capital letter\n");

scanf("%c", &ch);

ch |=(1<<4);

printf("modified character after seted the 5th bit is: %c\n",ch);

}

Q29.Ask user to enter a small letter. Read the small letter into a char     variable. Clear the 5th bit in this char variable to 0. Now print this char     variable as character

#include<stdio.h>

int main()

{

char ch;

printf("Kinldy enter the small letter\n");

scanf("%c", &ch);

ch &=~(1<<4);

printf("modified character after clearing the 5th bit is: %c\n",ch);

}

Q30. Read a short variable from the user as hex number. Print the value of

bit number 0 and bit number 9. Note that value of bit will be either zero

or one.\*/

#include<stdio.h>

int main()

{

short int num, bit\_0, bit\_9;

printf("enter the Hexa number:\n");

scanf("%hx", &num);

bit\_0= num&1;

bit\_9= (num>>9)&1;

printf("Value at bit 0: %hd\n", bit\_0);

printf("Value at bit 9: %hd\n", bit\_9);

}

Q30. Read a short variable from the user as hex number. Clear the 5th bit to 0

and set the 12th bit to 1. After clearing and setting the bits, print the

value as hex number. Verify that the 5th bit is cleared to zero and 12th

bit is set to 1. \*/

#include<stdio.h>

int main()

{

short int num, bit\_5, bit\_12;

printf("enter the Hexa number:\n");

scanf("%hx", &num);

num &= ~(1<<4);

num |= (1<<11);

printf("modifies value : %hx\n", num);

bit\_5= (num>>4) &1;

bit\_12= (num>>11)&1;

//if(bit\_5==0)

printf("5th bit cleared:%hd\n",bit\_5==0);

//if(bit\_12==1)

printf("12th bit set:%hd\n", bit\_12==1);

}

Q31. Read a short variable from the user as hex number. Clear the 5th bit to 0

and set the 12th bit to 1. After clearing and setting the bits, print the

value as hex number. Verify that the 5th bit is cleared to zero and 12th

bit is set to 1. \*/

#include<stdio.h>

int main()

{

short int num, bit\_5, bit\_12;

printf("enter the Hexa number:\n");

scanf("%hx", &num);

num &= ~(1<<4);

num |= (1<<11);

printf("modifies value : %hx\n", num);

bit\_5= (num>>4) &1;

bit\_12= (num>>11)&1;

//if(bit\_5==0)

printf("5th bit cleared:%hd\n",bit\_5==0);

//if(bit\_12==1)

printf("12th bit set:%hd\n", bit\_12==1);

}

Q32. Read a short variable from the user as hex number. Also read the bit

position to set, from the user. Now set the specified bit in the hex number.

Finally print the number in hex, after setting the given bit. \*/

#include<stdio.h>

int main()

{

short int num;

int bitpos;

printf("enter the Hexa number:\n");

scanf("%hx", &num);

printf("enter the bitpos:\n");

scanf("%d", &bitpos);

num |= (1<<bitpos);

printf("Hex value after setting the bit is :ox%hx\n",num);

}

Q33. Read a short variable from the user as hex number. Also read the bit

position to clear, from the user. Now clear the specified bit in the hex

number. Finally print the number in hex, after clearing the given bit. \*/

#include<stdio.h>

int main()

{

short int num;

int bitpos;

printf("enter the Hexa number:\n");

scanf("%hx", &num);

printf("enter the bitpos:\n");

scanf("%d", &bitpos);

num &= ~(1<<bitpos);

printf("Hex value after setting the bit is :ox%hx\n",num);

}

Q34.Read a short variable from the user as hex number. Also read the

bit position, from the user. Print the value present in the 4 bits,

starting from the given bit position. \*/

#include<stdio.h>

int main()

{

short int num;

int bitpos,i;

printf("enter the Hexa number:\n");

scanf("%hx", &num);

printf("enter the bitpos:\n");

scanf("%d", &bitpos);

for (i=0;i<=16;i++)

printf("%d",(num>>i)&1);

bitpos=num>>4&1;

printf("the value present in the 4h bit is %d\n",bitpos);

}

Q35. An electric pole is present on one side of the road. From the opposite

side of the road, the tip of the pole is making certain angle. Ask the

user to enter the angle in degrees and width of the road in meters.

Calculate the height of the pole and print it.

Formula: TAN theta = pole\_height / road\_width

Use math function tan().\*/

#include<stdio.h>

#include<math.h>

int main()

{

double angle, width, height;

printf("enter the angle in degree:\n");

scanf("%lf", &angle);

printf("Enter the width of the road in meters:\n");

scanf("%lf", &width);

height= width\*tan(angle);

printf("the height of the pole is: %lf\n", height);

}

Q36. Read the time from the user as hours, minutes and seconds. Convert

the time to total number of seconds.\*/

#include<stdio.h>

int main()

{

float hour, minute, sec;

int total\_sec;

printf("Enter the hour:\n");

scanf("%f", &hour);

printf("Enter the minute:\n");

scanf("%f", &minute);

printf("Enter the Sconds:\n");

scanf("%f", &sec);

total\_sec= (hour\*3600)+(minute\*60)+sec;

printf("total\_sec: %d\n", total\_sec);

}

Q37.Read the total number of seconds from the user. And display it as time

like hh:mm:ss.\*/

#include<stdio.h>

int main()

{

int hr, min, sec;

printf("Enter the total number of sec:\n");

scanf("%d", &sec);

hr=sec/3600;

sec=sec%3600;

min=sec/60;

sec=sec%60;

printf("HH:MM:SS : %02d:%02d:%02d\n", hr, sec,min);

}

**ASSIGMENT 2. Assignments on If and Switch statements**

Q1.Read an integer number from the user and print whether the number is

even number or odd number. Check the first bit (0th bit), if first bit

is one, the number is odd, else number is even\*/

#include<stdio.h>

int main()

{

int num;

printf("Enter the number\n");

scanf("%d", &num);

if (num%2==0)

{

printf("%d is a even number\n",num);

}

else

{

printf("%d is a odd number\n",num);

}

}

A2 Q2. Read an integer number from the user and print whether the number is

even number or odd number. Find the remainder value when the given

number is divided by 2. If remainder is zero, the number is even.

Else number is odd

#include<stdio.h>

int main()

{

int num, rem=0;

printf("Enter the number\n");

scanf("%d", &num);

rem=num%2;

if (rem==0)

{

printf("%d is a even number\n",num);

}

else

{

printf("%d is a odd number\n",num);

}

}

A2 Q3. Read an integer number from the user and print whether the number is

negative or positive. Find the number as negative or positive by checking

the most significant bit. That is bit 31. If bit 31 is one, it is

negative number. Else positive number.\*/

#include<stdio.h>

int main()

{

int num;

printf("enter the number\n");

scanf("%d", &num);

if((num>>31)&1==1)

{

printf("%d is a negative number\n", num);

}

else

{

printf("%d is a postive number\n", num);

}

}

A2 Q4 Read a character from the user, and print whether the character is

Capital letter / Small letter / Numeric digit / Other\*/

#include<stdio.h>

int main()

{

char ch;

printf("enter the character:\n");

scanf("%c", &ch);

if (ch>=65 && ch<=90)

printf("%c is a Capital letter\n",ch);

else if(ch>=97 && ch<=122)

printf("%c is a small letter\n", ch);

else if(ch>=48 && ch<=57)

printf("%c is a numeric digit\n",ch);

else

printf("%c is a special character\n",ch);

}

A2 Q5. Read a character from the user. If character is capital letter, convert

it to small letter and print it. If character is small letter, convert it

to capital letter. If character is nither capital nor small letter, print

as it is\*/

#include<stdio.h>

int main()

{

char ch;

printf("enter the character:\n");

scanf("%c", &ch);

if(ch>=65 && ch<=90)

{

ch ^= 32;

printf("converted to lower case:%c\n",ch);

}

else if(ch>=97 && ch<=122)

{

ch ^=32;

printf("converted to upper case:%c\n", ch);

}

else

printf("No conversion needed: %c\n",ch);

}

A2 Q6. Write a program to perform divisibility test. Read two numbers from the

user. Test if first number is divisible by second number without any

remainder. Based on the resule, print "Divisible Test Passed" or

"Divisible test failed".\*/

#include<stdio.h>

int main()

{

int num1, num2;

printf("enter the two numbers:\n");

scanf("%d %d", &num1, &num2);

if(num1%num2==0)

{

printf("Divisible test Passed\n");

}

else

{

printf("Divisible test failed\n");

}

}

A2 Q7.Read two integer numbers from the user. Print the bigger number. If both

numbers are equal, print "Both numbers are equal\n"

#include<stdio.h>

int main()

{

int num1, num2;

printf("enter the Ist integer number:\n");

scanf("%d", &num1);

printf("enter the 2nd integer number:\n");

scanf("%d", &num2);

if(num1==num2)

{

printf("%d is equal to %d\n",num1,num2);

}

else if(num1>num2)

{

printf("%d is bigger then %d\n", num1,num2);

}

else

{

printf("%d is smaller the %d\n", num1,num2);

}

}

A2 Q8. three integer numbers from the user. If these three numbers are

in asending order, print "Asending". If the numbers are in decending order

print "Decending". If all three numbers are equal print "Equal". If none

of the above are true, print "Random".\*/

#include<stdio.h>

int main()

{

int num1, num2, num3;

printf("enter the 1st number:\n");

scanf("%d", &num1);

printf("enter the 2nd number:\n");

scanf("%d", &num2);

printf("enter the 3rd number:\n");

scanf("%d", &num3);

if(num1==num2 && num2==num3)

{

printf("Equal\n");

}

else if(num1<num2 && num2<num3)

{

printf("Ascending\n");

}

else if(num1>num2 && num2>num3)

{

printf("Decending\n");

}

else

{

printf("Random\n");

}

}

A2 Q9. Read the radius of a sphere in centimeters from the user. Ask the user

to enter the metal type of sphere as below:

printf("1:Aluminum 2:Copper 3:Gold 4:Iron 5:Silver\n");

Read the metal type as number 1 to 5. If user enters invalid metal number

print error and exit from the program.

Calculate and print the weight of sphere by using following densities of

metals:

Aluminum 2.712 grams/cm3 (grams per centimeter cube)

Copper 8.940

Gold 19.320

Iron 7.850

Silver 10.490\*/

#include<stdio.h>

#define PI 3.14

int main()

{

double rad,weight;

int metal;

printf("Enter the radius of a sphere in cm\n");

scanf("%lf", &rad);

printf("1:Aluminum 2:Copper 3:Gold 4:Iron 5:Silver\n");

printf("Enter the metal\n");

scanf("%d", &metal);

switch(metal)

{

case 1: weight=2.712\*(4.0/3.0)\*PI\*rad\*rad\*rad;

break;

case 2: weight=8.940\*(4.0/3.0)\*PI\*rad\*rad\*rad;

break;

case 3: weight=19.320\*(4.0/3.0)\*PI\*rad\*rad\*rad;

break;

case 4: weight=7.850\*(4.0/3.0)\*PI\*rad\*rad\*rad;

break;

case 5: weight=10.490\*(4.0/3.0)\*PI\*rad\*rad\*rad;

break;

default:printf("invalid input\n");

}

printf("the weight of sphere: %lf\n", weight);

}

A2 Q10. Read two integer numbers from the user. Ask the user to enter any

arithmetic operator character. User can enter any one of the following

arithmetic operator character:

+ ­ \* / %

Based on the character do the corresponding operation on the numbers and

print the result. Use If­elseIf­elseIf statement.\*/

#include<stdio.h>

int main()

{

int num1, num2,result;

char ch;

printf("Enter the 1st integer num:\n");

scanf("%d", &num1);

printf("Enter the 2nd integer num:\n");

scanf("%d", &num2);

printf("Enter any arithmetic operator\n");

printf("1. +\n");

printf("2. -\n");

printf("3. \*\n");

printf("4. /\n");

printf("5. %%\n");

scanf(" %c", &ch);

if(ch=='+')

result=num1+num2;

else if(ch=='-')

result=num1-num2;

else if(ch=='\*')

result=num1\*num2;

else if(ch=='/')

result=num1/num2;

else if(ch=='%')

result=num1%num2;

else

printf("invalid input\n");

printf("result=%d\n",result);

}

A2 Q10. Read two integer numbers from the user. Ask the user to enter any

arithmetic operator character. User can enter any one of the following

arithmetic operator character:

+ ­ \* / %

Based on the character do the corresponding operation on the numbers and

print the result. Use If­elseIf­elseIf statement.\*/

#include<stdio.h>

int main()

{

int num1, num2,result;

char ch;

printf("Enter the 1st integer num:\n");

scanf("%d", &num1);

printf("Enter the 2nd integer num:\n");

scanf("%d", &num2);

printf("Enter any arithmetic operator\n");

printf("1. +\n");

printf("2. -\n");

printf("3. \*\n");

printf("4. /\n");

printf("5. %%\n");

scanf(" %c", &ch);

if(ch=='+')

result=num1+num2;

else if(ch=='-')

result=num1-num2;

else if(ch=='\*')

result=num1\*num2;

else if(ch=='/')

result=num1/num2;

else if(ch=='%')

result=num1%num2;

else

printf("invalid input\n");

printf("result=%d\n",result);

}

A2 Q11. Read two integer numbers from the user. Ask the user to enter any

arithmetic operator character. User can enter any one of the following

arithmetic operator character:

+ ­ \* / %

Based on the character do the corresponding operation on the numbers and

print the result. Use switch statement.\*/

#include<stdio.h>

int main()

{

int num1, num2,result;

char ch;

printf("Enter the 1st integer num:\n");

scanf("%d", &num1);

printf("Enter the 2nd integer num:\n");

scanf("%d", &num2);

printf("Enter any arithmetic operator\n");

printf("1. +\n");

printf("2. -\n");

printf("3. \*\n");

printf("4. /\n");

printf("5. %%\n");

scanf(" %c", &ch);

switch(ch)

{

case '+':result=num1+num2;

printf("%d + %d= %d\n", num1,num2,result);

break;

case '-':result=num1-num2;

printf("%d - %d= %d\n", num1,num2,result);

break;

case '\*':result=num1\*num2;

printf("%d \* %d= %d\n", num1,num2,result);

break;

case '/':result=num1/num2;

printf("%d / %d= %d\n", num1,num2,result);

break;

case '%':result=num1%num2;

printf("%d %% %d= %d\n", num1,num2,result);

break;

default:

printf("invalid input\n");

}

}

A2 Q12.c Read month from the user as integer. User should enter 1 for the month

January, 2 for February and so on. The program should print the number

days in the given month. Use switch() statement. Assume that year is

not a leaf year.\*/

#include<stdio.h>

int main()

{

int month;

printf("Enter the month:\n");

printf("1:Jan 2:Feb 3:Mar 4:Apr 5:May 6:jun 7:july 8:Aug 9:Sep 10:Oct 11:Nov 12:Dec\n ");

scanf("%d", &month);

switch(month)

{

case 1:

printf("January has 31 days.\n");

break;

case 2:

printf("February has 28 days.\n");

break;

case 3:

printf("March has 31 days.\n");

break;

case 4:

printf("April has 30 days.\n");

break;

case 5:

printf("May has 31 days.\n");

break;

case 6:

printf("june 30 days.\n");

break;

case 7:

printf("July has 31 days.\n");

break;

case 8:

printf("August has 31 days.\n");

break;

case 9:

printf("September has 30 days.\n");

break;

case 10:

printf("october has 31 days.\n");

break;

case 11:

printf("November has 30 days.\n");

break;

case 12:

printf("December has 31 days.\n");

break;

default:

printf("Error invalid month\n");

}

}