A Micro Project Report

on

Problem Solving using C Language

Submitted by Arigila Sowmya (23471A05D9)



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

NARASARAOPETA ENGINEERING COLLEGE: NARASARAOPET (AUTONOMOUS)

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2024-2025

NARASARAOPETA ENGINEERING COLLEGE: NARASARAOPET (AUTONOMOUS)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



CERTIFICATE

This is to certify that Arigila Sowmya, Roll No: 23471A05D9, a Second Year Student of the Department of Computer Science and Engineering, has completed the Micro Project Satisfactorily in "Problem Solving using C Language" for the Academic Year 2024-2025..

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Students records in Ascending order

AIM:

Read Records of n different students in structure and sort on the basis of marks in Ascending order

```
#include<stdio.h>
struct student
char name[30];
float marks;
};
int main()
struct student s[20], temp;
int i,j,n;
printf ("Enter n:\n");
scanf ("%d",&n);
printf ("Enter name and marks of student:\n");
for(i=0;i< n;i++)
scanf("%s%f",s[i].name, &s[i].marks);
for(i=0;i< n-1;i++)
for(j=i+1;j< n;j++)
if(s[i].marks>s[j].marks)
temp = s[i];
s[i] = s[j];
s[j] = temp;
printf("Sorted records are:\n");
for(i=0;i< n;i++)
```

```
printf("Name: %s\n", s[i].name);
printf("Marks: %0.2f\n\n", s[i].marks);
return 0;
Inout:
Enter n:
5
Enter name and marks of student:
sowmya 40
munni 35
sreya 50
jhansi 38
jwala 42
Output:
Sorted records are:
Name: munni
Marks: 35.00
Name: jhansi
Marks: 38.00
Name: sowmya
Marks: 40.00
Name: jwala
Marks: 42.00
Name: sreya
Marks: 50.00
```

Employee records in Descending order

AIM:

Employee Record in descending order by age in structure

```
#include<stdio.h>
struct student
char name[30];
int id;
int age;
};
int main()
struct student s[20], temp;
int i,j,n;
printf("Enter n:\n");
scanf("%d",&n);
printf("Enter employee name ,id and age:\n");
for(i=0;i< n;i++)
scanf("%s%d%d",s[i].name,&s[i].id, &s[i].age);
for(i=0;i< n-1;i++)
for(j=i+1;j< n;j++)
if(s[i].age<s[j].age)</pre>
temp = s[i];
s[i] = s[j];
s[j] = temp;
printf("Sorted records are:\n");
```

```
for(i=0;i< n;i++)
printf("Name: %s\n", s[i].name);
printf("id: %d\n",s[i].id);
printf("Marks: %d\n\n", s[i].age);
return 0;
Inout:
Enter n:
```

Enter employee name ,id and age:

Sana 4567 40 Jani 4568 50 Hari 4569 51

Output:

Sorted records are:

Name: hari id: 4569 Marks: 51

Name: jani id: 4568 Marks: 50

Name: sana id: 4567 Marks: 40

Convert Roman number to decimal number

AIM:

C program to convert Roman number to decimal number

```
#include <stdio.h>
#include<string.h>
int digit(char);
int main() {
char romannumber[1000];
int i=0;
long int number=0;
printf("enter any roman number(valid digits are I,V,X,L,C,D,M):\n");
scanf("%s",romannumber);
while(romannumber[i]!='\0')
if(digit(romannumber[i])>=digit(romannumber[i+1])){
number=number+digit(romannumber[i]);}
else{
number=number+(digit(romannumber[i+1])-digit(romannumber[i]));
i++;
}
i++;
printf("its decimal value is:%ld",number);
return 0;
int digit(char c)
int value=0;
switch(c)
case 'I':value=1;
break;
case 'V':value=5;
break;
```

```
case 'X':value=10;
break;
case 'L':value=50;
break;
case 'C':value=100;
break;
case 'D':value=500;
break;
case 'M':value=1000;
break;
case '\0':value=0;
break;
default: value=-1;
return value;
Inout:
enter any roman number(valid digits are I,V,X,L,C,D,M):
```

XIII

Output:

its decimal value is:13

Inout:

enter any roman number(valid digits are I,V,X,L,C,D,M): VL

Output:

its decimal value is:45

Matchstick game between the Computer and User

AIM:

write a program for a matchstick game being played between the computer and a user. Your program should ensure that the computer always wins. Rules for the game are as follows:

- There are 21 matchsticks.
- The computer asks the player to pick 1,2,3 or 4 matchsticks
- After the person picks, the computer does its picking
- Whoever is forced to pick up the last matchstick loses the game

```
#include<stdio.h>
int main()
int m=21,p,c;
while(m>1)
printf("no of match sticks left=%d\n",m);
printf("pick 1 or 2 or 3 or 4 matches\n");
scanf("%d",&p);
if(p>=1||p<=4)
m=m-p;
printf("no of match sticks left after person picked=%d\n",m);
if(m==1)
printf("person lost game");
break;
c=5-p;
printf("out of computer picked %d\n",c);
printf("no of match sticks left after computer picked=%d\n",m);
if(m==1)
```

```
{
printf("computer wins game");
break;
}
return 0;
}
```

Input:

no of match sticks left=21 pick 1 or 2 or 3 or 4 matches 3

Output:

no of match sticks left after person picked=18 out of computer picked 2 no of match sticks left after computer picked=16

Input:

no of match sticks left=16 pick 1 or 2 or 3 or 4 matches 4

Output:

no of match sticks left after person picked=12 out of computer picked 1 no of match sticks left after computer picked=11

Input:

no of match sticks left=11 pick 1 or 2 or 3 or 4 matches 2

Output:

no of match sticks left after person picked=9 out of computer picked 3 no of match sticks left after computer picked=6

Input:

no of match sticks left=6 pick 1 or 2 or 3 or 4 matches 3

Output:

no of match sticks left after person picked=3 out of computer picked 2 no of match sticks left after computer picked=1 computer wins game