

OPERATING SYSTEM

ASSESSMENT 1

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Question 1.

Menu driven C program to perform basic arithmetic operations. (Hint: Get corresponding operators and values as input).

Algorithm:

- Create a do while loop with the condition till when the user wants to run the program and not exit it.
 - Take 2 floating inputs and store it in num1 and num2.
 - Then initialize certain numbers for desired operations to be performed at those numbers.
 - Declare:
 - 1- addition.
 - 2-subtraction.
 - 3-multiplication.
 - 4-divide.
 - 5-exit (Run this operation to get out of the loop in order to stop executing any further commands).
 - Make use of switch iterative statements to perform various operations like addition, subtraction, multiplication etc.
 - In case of a number entered except the above shown numbers, include a default statement saying that the user has entered the wrong choice.
 - Run out of the loop.
-

Source code:

```
#include<stdio.h>

int main()
{
    float num1,num2,ans;

    int opt;

    //taking user input
        do
            {

                printf("\nEnter the First Number : ");
                scanf("%f",&num1);

                printf("\nEnter the Second Number : ");
                scanf("%f",&num2);


                //Displaying menu
                printf("\n-----Main Menu-----\n1.Addition");
                printf("\n2.Subtraction\n3.Multiply\n4.Divide\n5.Exit");
                printf("\nEnter your choice : ");
                scanf("%d",&opt);


                switch(opt)
                {

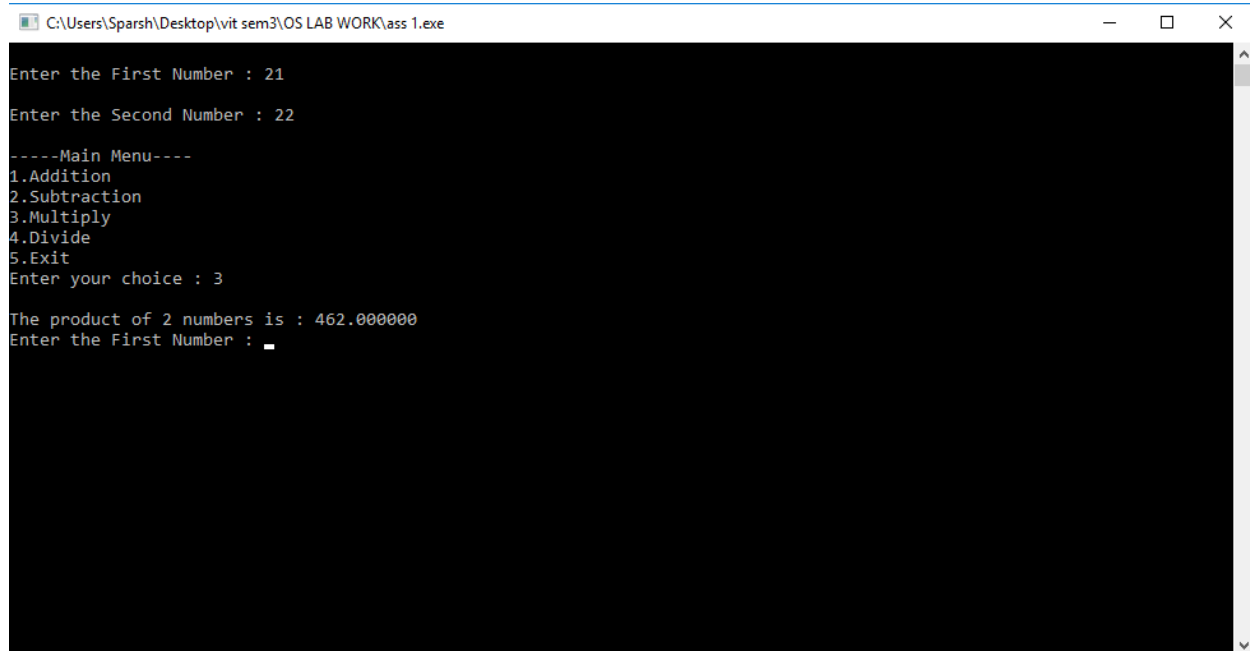
                    case 1:
```

```

        ans = num1+num2;
        printf("\nThe addition of 2 numbers is : %f",ans);
        break;
case 2:
        ans = num1-num2;
        printf("\nThe differnce of 2 numbers is : %f",ans);
        break;
case 3:
        ans = num1*num2;
        printf("\nThe product of 2 numbers is : %f",ans);
        break;
case 4:
        ans = num1/num2;
        printf("\nThe division of 2 numbers is : %f",ans);
        break;
case 5:
        break;
default: //error message for wrong choice
        printf("\nYou Entered Wrong Choice\n");
        break;
    }
}while(opt!=5);
return 0;
}

```

Output:



```
C:\Users\Sparsh\Desktop\vlt sem3\OS LAB WORK\ass 1.exe
Enter the First Number : 21
Enter the Second Number : 22
-----Main Menu-----
1.Addition
2.Subtraction
3.Multiply
4.Divide
5.Exit
Enter your choice : 3
The product of 2 numbers is : 462.000000
Enter the First Number : _
```

Question 2.

Menu driven C program to swap three integers using and without using temp variable.

Part1

Algorithm for swapping 3 integers using a temp variable:

- Take input for 3 numbers and store it as firstnumber, secondnumber and thirdnumber (all should be of int datatype).
- Store another variable as temp variable (int datatype).
- Use below algorithm:

- Temp=firstnumber.
 - Firstnumber=secondnumber.
 - Secondnumber=thirdnumber.
 - Thirdnumber=temp.
- Display all three interchanged variables.
-

Source code:

```
#include <stdio.h>

int main()
{
    int firstNumber, secondNumber, thirdNumber, temp;

    printf("Enter first number: ");
    scanf("%lf", &firstNumber);

    printf("Enter second number: ");
    scanf("%lf",&secondNumber);

    printf("Enter third number: ");
    scanf("%lf", &thirdNumber);

    // Value of firstNumber is assigned to temp
    temp = firstNumber;
```

```
// Value of secondNumber is assigned to firstNumber
firstNumber = secondNumber;

// Value of third number is assigned to secondNumber
secondNumber = thirdNumber;

// Value of temp; is assigned to thirdNumber
thirdNumber=temp ;

printf("\nAfter swapping, firstNumber = %.2lf\n", firstNumber);
printf("After swapping, secondNumber = %.2lf", secondNumber);
printf("\nAfter swapping, thirdNumber = %.2lf\n", thirdNumber);

return 0;
}
```

Output

```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass3.exe
Enter first number: 21
Enter second number: 22
Enter third number: 23

After swapping, firstNumber = 22.00
After swapping, secondNumber = 23.00
After swapping, thirdNumber = 21.00

-----
Process exited after 9.919 seconds with return value 0
Press any key to continue . . . _
```

Part 2: Without using temp variable.

Algorithm for swapping 3 numbers using a temp variable:

- Take input for 3 integers and store the values as integer datatype (in form of a, b and c).
 - Perform the following operation on them.
 - $a = a + b + c;$
 - $b = a - b - c;$
 - $c = a - b - c;$
 - $a = a - b - c;$
 - Display the values of a, b and c
-

Source code:

```
#include<stdio.h>

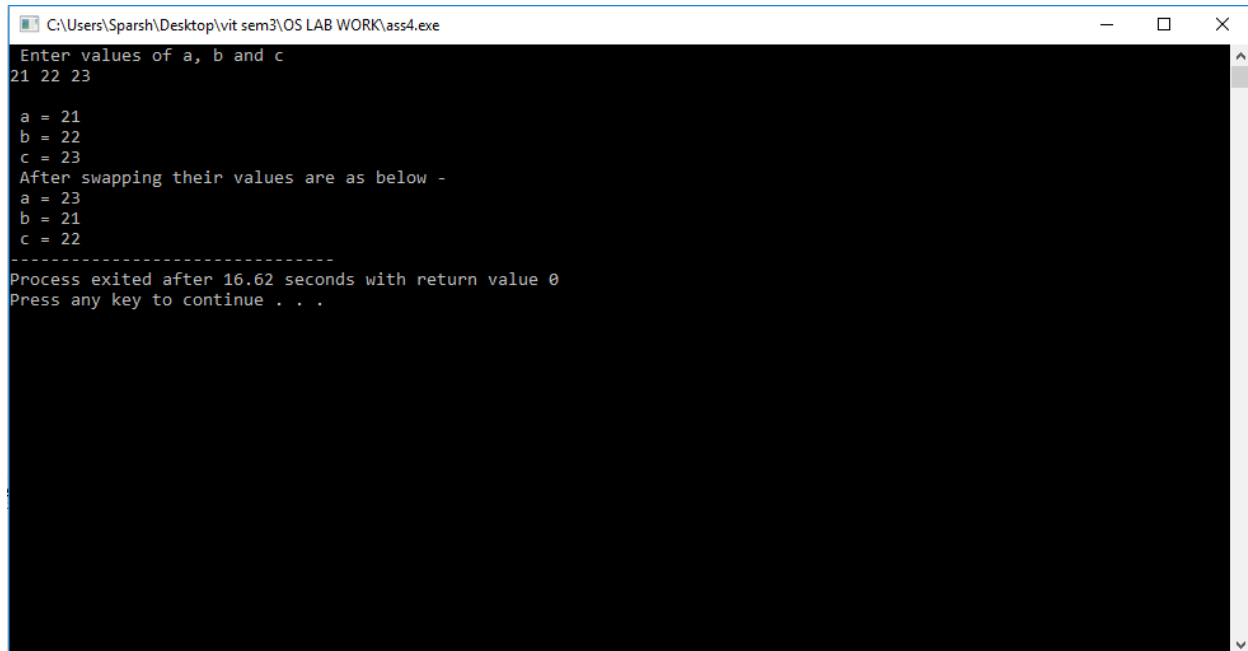
int main()
{
    int a,b,c;
    printf(" Enter values of a, b and c \n");
    scanf("%d %d %d",&a,&b,&c);
    printf("\n a = %d",a);
    printf("\n b = %d",b);
    printf("\n c = %d",c);

    a=a+b+c;
    b=a-b-c;
    c=a-b-c;
    a=a-b-c;

    printf("\n After swapping their values are as below -");
    printf("\n a = %d",a);
    printf("\n b = %d",b);
    printf("\n c = %d",c);
    return 0;
```

}

Output:



```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
Enter values of a, b and c
21 22 23

a = 21
b = 22
c = 23
After swapping their values are as below -
a = 23
b = 21
c = 22
-----
Process exited after 16.62 seconds with return value 0
Press any key to continue . . .
```

Question 3.

Menu driven C program to read N integers and perform sorting and searching.

Algorithm for sorting:

- Take input for the number of numbers in the array.
 - Take the array input.
 - Run 2 simultaneous for loops to compare the values of the numbers in the array, if the first number is greater than the second number then reverse the 2 numbers.
 - Finally, display the array.
-

Source code:

```
#include <stdio.h>

int main()
{

    int i, j, a, n, number[30];

    printf("Enter the value of N \n");
    scanf("%d", &n);

    printf("Enter the numbers \n");
    for (i = 0; i < n; ++i)
        scanf("%d", &number[i]);

    for (i = 0; i < n; ++i)
    {

        for (j = i + 1; j < n; ++j)
        {

            if (number[i] > number[j])
            {

                a = number[i];
                number[i] = number[j];
```

```
        number[j] = a;

    }

}

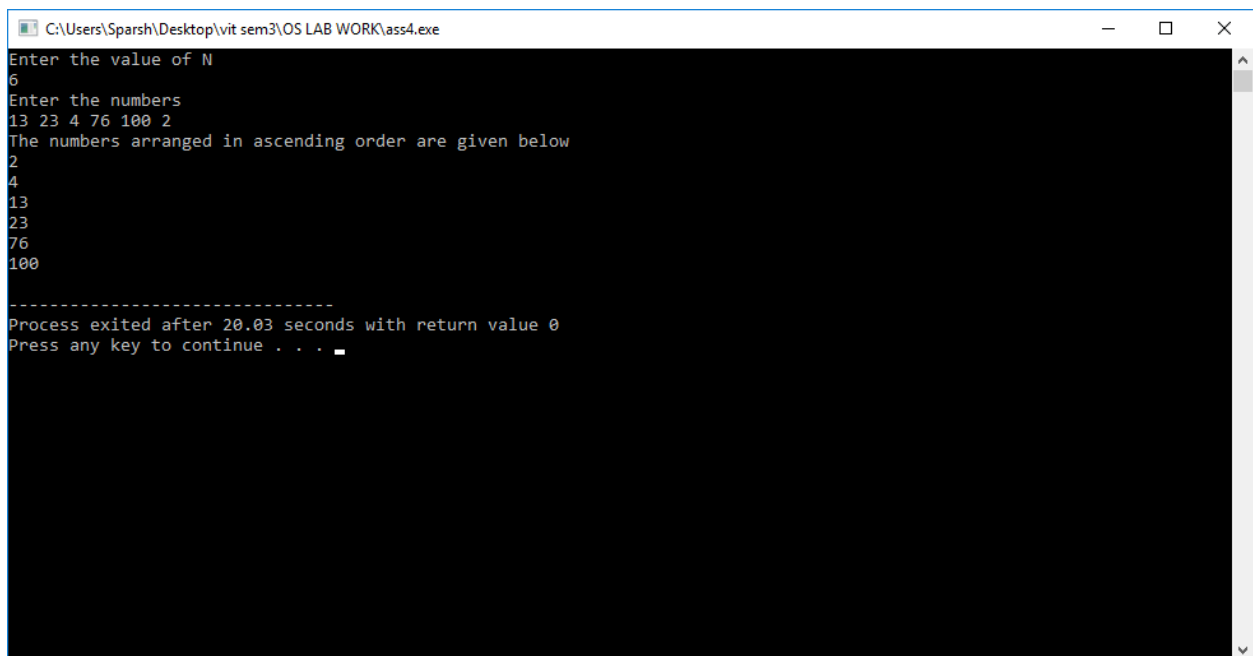
}

printf("The numbers arranged in ascending order are given below \n");
for (i = 0; i < n; ++i)
    printf("%d\n", number[i]);

return 0;

}
```

Output:



```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
Enter the value of N
6
Enter the numbers
13 23 4 76 100 2
The numbers arranged in ascending order are given below
2
4
13
23
76
100

-----
Process exited after 20.03 seconds with return value 0
Press any key to continue . . .
```

Part 2: Searching an element in the array

Algorithm:

- Input all the elements into an array.
- Use a for loop to access every element of the array and compare if it is equal to the search element.
- If such a element is found then display the value of the index.
- If no so such element is found then display a message saying that the element doesn't exist in the array.

Source code:

```
#include <stdio.h>

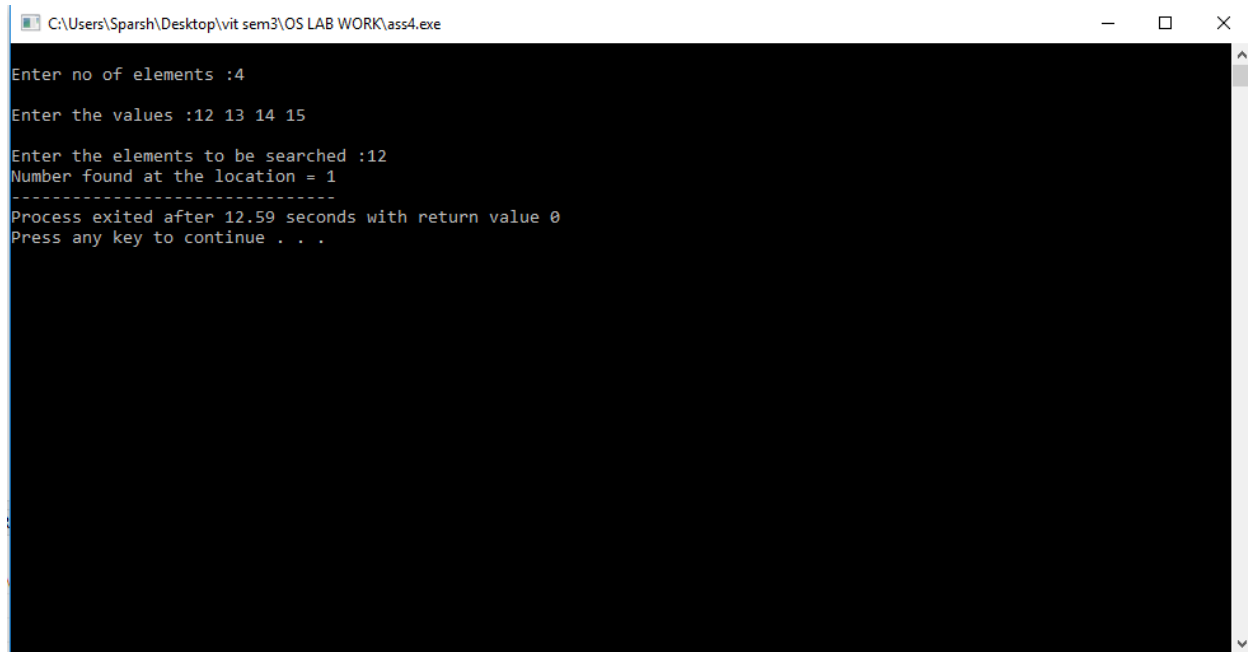
int main() {
    int a[30], ele, num, i;

    printf("\nEnter no of elements :");
    scanf("%d", &num);

    printf("\nEnter the values :");
    for (i = 0; i < num; i++) {
```

```
scanf("%d", &a[i]);  
}  
  
//Read the element to be searched  
printf("\nEnter the elements to be searched :");  
scanf("%d", &ele);  
  
//Search starts from the zeroth location  
i = 0;  
while (i < num && ele != a[i]) {  
    i++;  
}  
  
//If i < num then Match found  
if (i < num) {  
    printf("Number found at the location = %d", i + 1);  
} else {  
    printf("Number not found");  
}  
  
return (0);  
}
```

Output:



```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
Enter no of elements :4
Enter the values :12 13 14 15
Enter the elements to be searched :12
Number found at the location = 1
-----
Process exited after 12.59 seconds with return value 0
Press any key to continue . . .
```

Question 4.

Menu driven C program to perform matrix addition, subtraction and multiplication operations.

Algorithm:

- Make use of switch statement and take input from the user as to which operation is to be performed.
- Take the 2 input matrices.
- Perform simple matrix addition, subtraction and multiplication with the help of functions.
- These functions are called from the switch statement.
- For matrix addition, use a for loop for adding the subsequent elements.

- For matrix subtraction, use a for loop for subtracting subsequent elements.
 - For matrix multiplication, multiply every row element of matrix 1 with the column elements of matrix 2.
 - Finally display the result through switch statement.
-

Source code:

```
#include<stdio.h>

void display(int[][3]);

void main()
{
    int c;

    void func1();
    void func2();
    void func3();
    void func4();
    void func5();

    clrscr();

    printf("\n- : Matrix Manipulation Functions (for 3 X 3 Matrix) : -");
    printf("\n-----");
    printf("\n Matrix Addition      : 1");
    printf("\n Matrix Subtraction      : 2");
    printf("\n Matrix Multiplication    : 3");
```



```
printf("\n Find Transpose Matrix    : 4");  
printf("\n Matrix is Symmetric or not : 6");  
printf("\n Enter Your Choice      : ");  
scanf("%d",&c);  
switch(c)  
{  
    case 1:  
        func1();  
        break;  
    case 2:  
        func2();  
        break;  
    case 3:  
        func3();  
        break;  
    case 4:  
        func4();  
        break;  
    case 5:  
        func5();  
        break;  
    default:  
        printf("\nInvalid Choice");  
}
```

```
    getch();  
}
```

```
void func1()  
{  
    int x[3][3],y[3][3],z[3][3];  
    void getmatrix(int[][3]);  
    void addition(int[][3],int[][3],int[][3]);  
    clrscr();  
    getmatrix(x);  
    getmatrix(y);  
    addition(x,y,z);  
    printf("\n - : Matrix 1: - \n");  
    display(x);  
    printf("\n - : Matrix 2: - \n");  
    display(y);  
    printf("\n - : Matrix Addition (Result): - \n");  
    display(z);  
}  
void getmatrix(int t[][3])  
{
```

```

int i,j;
for(i=0;i<3;i++)
{
    for(j=0;j<3;j++)
    {
        printf("Enter element [%d][%d] : ",i,j);
        scanf("%d",&t[i][j]);
    }
}

void addition(int p[][3],int q[][3],int r[][3])
{
    int i,j;
    for(i=0;i<3;i++)
    {
        for(j=0;j<3;j++)
            r[i][j]=p[i][j]+q[i][j];
    }
}

void func2()
{
    int x[3][3],y[3][3],z[3][3];
    void getmatrix(int[][3]);
    void subtraction(int[][3],int[][3],int[][3]);
    clrscr();
    getmatrix(x);

```

```

    getmatrix(y);
    subtraction(x,y,z);
    printf("\n - : Matrix 1: - \n");
    display(x);
    printf("\n - : Matrix 2: - \n");
    display(y);
    printf("\n - : Matrix Subtraction (Result): - \n");
    display(z);
}

void subtraction(int p[3][3],int q[3][3],int r[3][3])
{
    int i,j;
    for(i=0;i<3;i++)
    {
        for(j=0;j<3;j++)
            r[i][j]=p[i][j]-q[i][j];
    }
}

void func3()
{
    int x[3][3],y[3][3],z[3][3];
    void getmatrix(int[][3]);
    void multiplication(int[][3],int[][3],int[][3]);
    clrscr();

```

```

    getmatrix(x);
    getmatrix(y);
    multiplication(x,y,z);
    printf("\n - : Matrix 1: - \n");
    display(x);
    printf("\n - : Matrix 2: - \n");
    display(y);
    printf("\n - : Matrix Multiplication (Result): - \n");
    display(z);
}

void multiplication(int p[][3],int q[3][3],int r[3][3])
{
    int i,j,k;
    for(i=0;i<3;i++)
//condition i< total row of matrix1
    {
        for(j=0;j<3;j++)
//condition i< total col of matrix1 or//condition i< total row of matrix2
    {
        r[i][j]=0;
        for(k=0;k<3;k++) //condition i< total col of matrix2
            r[i][j]=r[i][j]+(p[i][j]*q[j][k]);
        }
    }
}

```

```

}
void func4()
{
    int x[3][3],y[3][3];
    void getmatrix(int[][3]);
    void transpose(int[][3],int[][3]);
    clrscr();
    getmatrix(x);
    transpose(x,y);
    printf("\n - : Matrix 1: - \n");
    display(x);
    printf("\n - : Transpose Matrix : - \n");
    display(y);
}
void transpose(int p[][3],int q[][3])
{
    int i,j;
    for(i=0;i<3;i++)
    {
        for(j=0;j<3;j++)
            q[i][j]=p[j][i];
    }
}
void func5()

```

```

{
    int x[3][3],y[3][3];
    void getmatrix(int[][3]);
    void transpose(int[][3],int[][3]);
    int symmetric(int[][3],int[][3]);
    clrscr();
    getmatrix(x);
    transpose(x,y);
    if(symmetric(x,y)==1)
        printf("\nMatrix is Symmetric");
    else
        printf("\nMatrix is Not Symmetric");
}

int symmetric(int p[][3],int q[][3])
{
    int i,j;
    for(i=0;i<3;i++)
    {
        for(j=0;j<3;j++)
        {
            if(q[i][j]!=p[i][j])
                return 0;
        }
    }
}

```

```
        return 1;
    }
    void display(int m[][3])
    {
        int i,j;
        printf("\n\n");
        for(i=0;i<3;i++)
        {
            for(j=0;j<3;j++)
                printf("%d ",m[i][j]);
            printf("\n");
        }
    }
}
```

Output


```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
Enter element [1][1] : 14
Enter element [1][2] : 15
Enter element [2][0] : 16
Enter element [2][1] : 17
Enter element [2][2] : 18

- : Matrix 1: -

1  2  3
4  5  6
7  8  9

- : Matrix 2: -

10 11 12
13 14 15
16 17 18

- : Matrix Addition (Result): -

11 13 15
17 19 21
23 25 27

-----
Process exited after 31.56 seconds with return value 0
Press any key to continue . . .
```

Question 5.

C Program to print Fibonacci series.

Algorithm:

- Ask the user to input the term till which sequence is required.
 - Initialize the first and the second term of the Fibonacci sequence as 0 and 1.
 - Use a for loop to add new value to number by adding its previous 2 numbers
 - Display the terms until till the value given at runtime.
-

Source code:

```
#include <stdio.h>
```

```
int main()
```

```
{
```

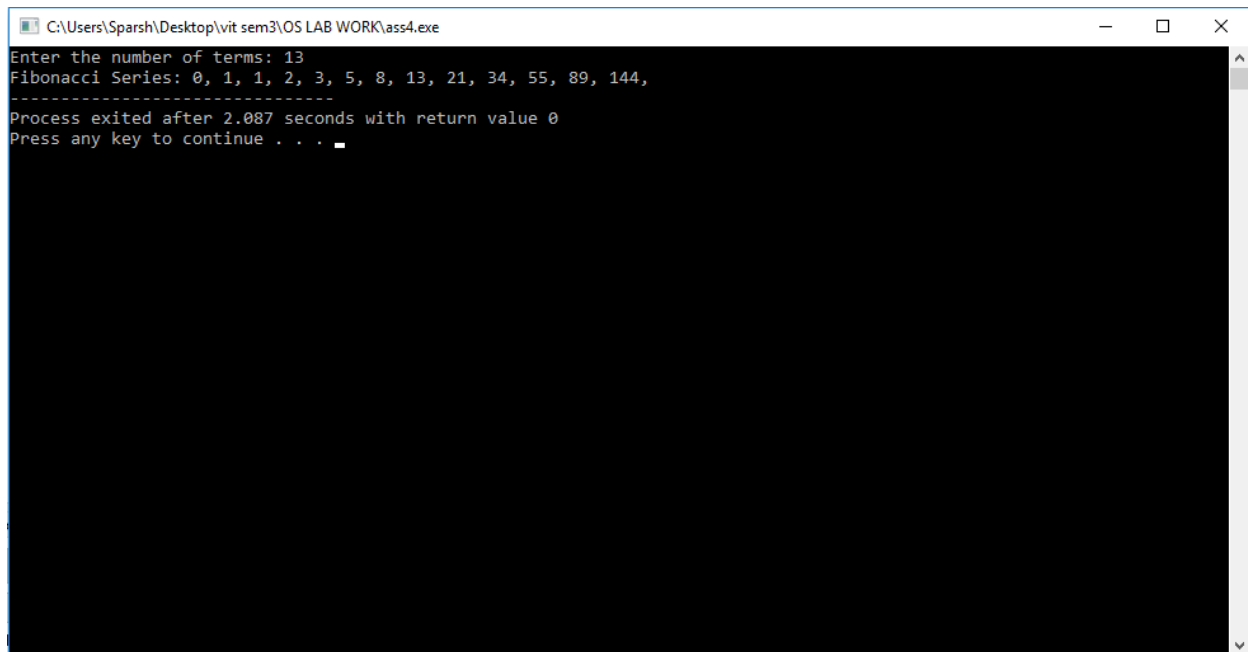
```
int i, n, t1 = 0, t2 = 1, nextTerm;

printf("Enter the number of terms: ");
scanf("%d", &n);

printf("Fibonacci Series: ");

for (i = 1; i <= n; ++i)
{
    printf("%d, ", t1);
    nextTerm = t1 + t2;
    t1 = t2;
    t2 = nextTerm;
}
return 0;
}
```

Output



```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
Enter the number of terms: 13
Fibonacci Series: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144,
-----
Process exited after 2.087 seconds with return value 0
Press any key to continue . . .
```

Question 6.

C Program to find factorial of a given number.

Algorithm:

- Take input for a positive number.
 - Using a for loop, multiply all those numbers from 1 to the given number.
 - In every cycle, store the value.
 - After the loop breaks, display the value.
-

Source code:

```
#include <iostream>

using namespace std;

int main()
{
    unsigned int n;
    unsigned long long factorial = 1;

    cout << "Enter a positive integer: ";
    cin >> n;

    for(int i = 1; i <=n; ++i)
    {
        factorial *= i;
    }

    cout << "Factorial of " << n << " = " << factorial;
    return 0;
}
```

Output:

```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
Enter a positive integer: 5
Factorial of 5 = 120
-----
Process exited after 8.474 seconds with return value 0
Press any key to continue . . .
```

Question 7.

C Program to print prime number from 1 to n.

Algorithm:

- Take input until which number u want to display prime numbers.
 - Use a for loop and keep incrementing the number from to the desired number.
 - In every for-loop cycle, create another loop to check whether the number has no factor except itself and 1.
 - If the condition is satisfied then display the number.
 - Else move ahead in the cycle by incrementing the number.
-

Source code:

```
#include<stdio.h>

#include<conio.h>


int main()
{

    int N, i, j, isPrime, n;


    printf("To print all prime numbers between 1 to N\n");
    printf("Enter the value of N\n");
    scanf("%d",&N);


    /* For every number between 2 to N, check
    whether it is prime number or not */
    printf("Prime numbers between %d to %d\n", 1, N);


    for(i = 2; i <= N; i++){
        isPrime = 0;

        /* Check whether i is prime or not */
        for(j = 2; j <= i/2; j++){

            /* Check If any number between 2 to i/2 divides i
            completely If yes the i cannot be prime number */
            if(i % j == 0){
```

```
        isPrime = 1;

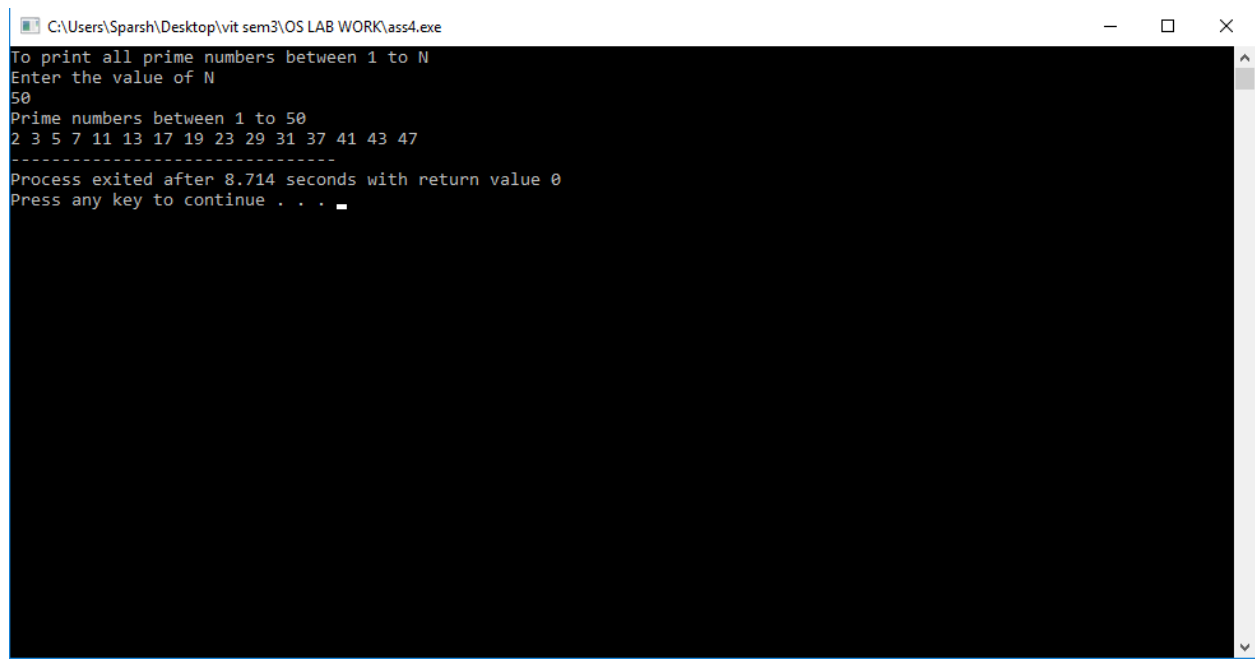
        break;
    }

}

if(isPrime==0 && N!= 1)
    printf("%d ",i);
}

return 0;
}
```

Output



The screenshot shows a Windows command prompt window titled "C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe". The program prompts the user to enter the value of N, and the user enters 50. The program then prints the prime numbers between 1 and 50: 2 3 5 7 11 13 17 19 23 29 31 37 41 43 47. The program exits after 8.714 seconds with a return value of 0. The prompt "Press any key to continue . . ." is displayed at the bottom.

```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
To print all prime numbers between 1 to N
Enter the value of N
50
Prime numbers between 1 to 50
2 3 5 7 11 13 17 19 23 29 31 37 41 43 47
-----
Process exited after 8.714 seconds with return value 0
Press any key to continue . . .
```

Question 8.

C Program to find sum of first n natural numbers.

Algorithm:

- Take input for a positive number.
 - Using a for loop, add all those numbers from 1 to the given number.
 - In every cycle, store the value.
 - After the loop breaks, display the value.
-

Source code:

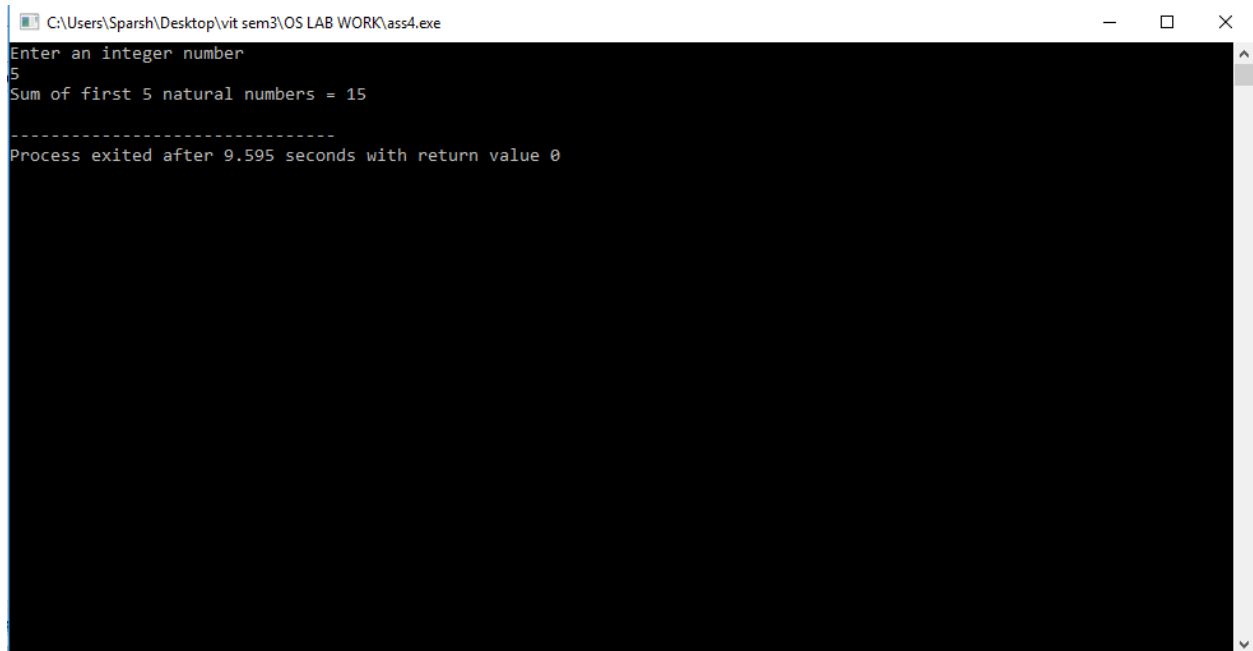
```
#include <stdio.h>

int main()
{
    int i, num, sum = 0;

    printf("Enter an integer number \n");
    scanf ("%d", &num);
    for (i = 1; i <= num; i++)
    {
        sum = sum + i;
    }
    printf ("Sum of first %d natural numbers = %d\n", num, sum);
    return 0;
```


}

Output



```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
Enter an integer number
5
Sum of first 5 natural numbers = 15
-----
Process exited after 9.595 seconds with return value 0
```

Question 9.

Menu driven C program to perform basic arithmetic operations. (Hint: Get corresponding operators and values as input).

Algorithm:

- Take input of a number.

- Break the number into its existing units place, tens place and so on digits.
 - Find the cube of all these digits.
 - If the sum of the cubes of the digits is equal to the number, then display that the number is an Armstrong number.
-

Source code:

```
#include <stdio.h>

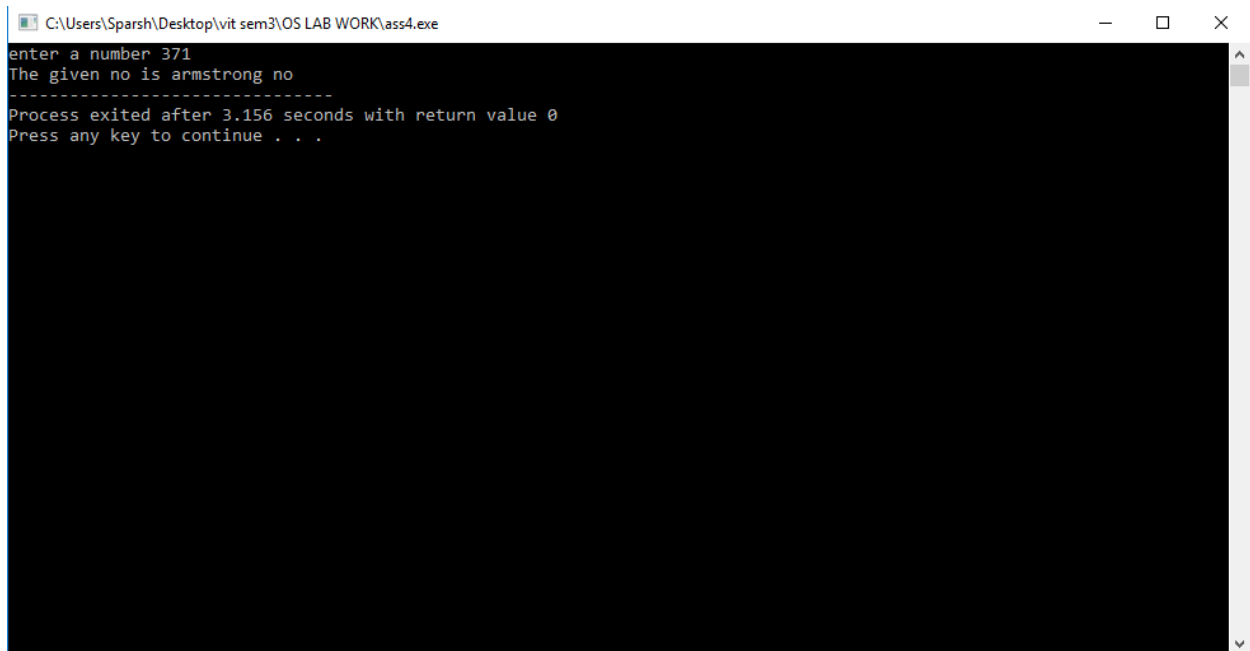
#include <math.h>

int main()
{
    int number, sum = 0, rem = 0, cube = 0, temp;

    printf ("enter a number");
    scanf("%d", &number);
    temp = number;
    while (number != 0)
    {
        rem = number % 10;
        cube = pow(rem, 3);
        sum = sum + cube;
        number = number / 10;
    }
```

```
if (sum == temp)
    printf ("The given no is armstrong no");
else
    printf ("The given no is not a armstrong no");
return 0;
}
```

Output



```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe
enter a number 371
The given no is armstrong no
-----
Process exited after 3.156 seconds with return value 0
Press any key to continue . . .
```

Question 10.

C program to check whether given number is perfect square.

Algorithm:

- Take input of a number.
 - Run a loop saying from 1 to the number.
 - If the product of 2 same numbers between 1 and the given number is equal to the given number, then the given number is a perfect square.
 - Else the given number is not a perfect square.
 - Display the result.
-

Source code:

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int a, n;
```

```
    printf("Enter a number: ");
```

```
    scanf("%d", &n);
```

```
    for(a = 0; a <= n; a++)
```

```
    {
```

```
        if (n == a * a)
```

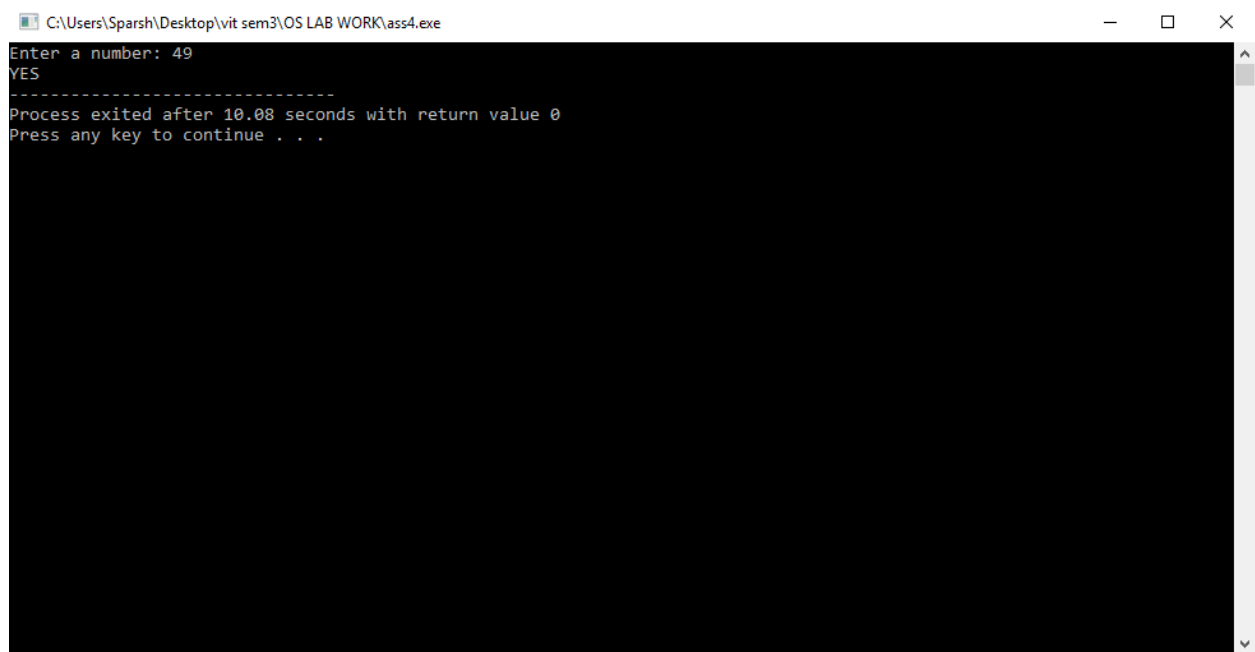
```
        {
```

```
            printf("YES");
```

```
            return 0;
```

```
    }  
}  
printf("NO");  
return 0;  
}
```

Output



```
C:\Users\Sparsh\Desktop\vit sem3\OS LAB WORK\ass4.exe  
Enter a number: 49  
YES  
-----  
Process exited after 10.08 seconds with return value 0  
Press any key to continue . . .
```
