1.

#include<stdio.h>

#include<conio.h>

int main()

{

int n;

printf("Enter a number:");

scanf("%d", &n);

n=n%10;

printf("Unit digit of the number is: %d", n);

return 0;

}

2.

#include<stdio.h>

#include<conio.h>

int main()

{

int n,t;

printf("Enter a number:");

scanf("%d", &n);

t=n/10;

printf("%d without its last digit is: %d",n,t);

return 0;

}

3.

#include<stdio.h>

#include<conio.h>

int main()

{

int a,b,temp;

printf("Enter the value of a and b:");

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

temp=a;

a=b;

b=temp;

printf("Value of a is %d and value of b is %d after swaping.", a,b);

return 0;

}

4.

#include<stdio.h>

#include<conio.h>

int main()

{

int a,b;

printf("Enter the value of a and b:");

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

a=a+b;

b=a-b;

a=a-b;

printf("Value of a is %d and value of b is %d after swaping.", a,b);

return 0;

}

5.

#include<stdio.h>

#include<conio.h>

int main()

{

int n,t,a,b,c,sum;

printf("Enter a three-digit number:");

scanf("%d", &n);

a=n/100;

t=n%100;

b=t%10;

c=t/10;

sum=a+b+c;

printf("Sum of the digits of %d is %d.",n,sum);

return 0;

}

6.

#include<stdio.h>

#include<conio.h>

int main()

{

char ch;

printf("Enter a character to display its ASCII code:");

scanf("%c", &ch);

printf("ASCII code of the character %c is %d.", ch,ch);

return 0;

}

8.

#include<stdio.h>

#include<conio.h>

int main()

{

int num;

printf("Enter any number: ");

scanf("%d", &num);

if((num & 1)==0)

{

printf("%d is even.", num);

}

else

{

printf("%d is odd.", num);

}

return 0;

}

9.

#include<stdio.h>

#include<conio.h>

int main()

{

int a=sizeof(int);

int b=sizeof(float);

int c=sizeof(char);

int d=sizeof(double);

printf("size of int is %d.\n", a);

printf("size of float is %d.\n", b);

printf("size of char is %d.\n", c);

printf("size of double is %d.\n", d);

return 0;

}

10.

#include<stdio.h>

#include<conio.h>

int main()

{

int num,x,y;

printf("Enter any number: ");

scanf("%d", &num);

x=num%10;

y=num-x;

printf("The new value is: %d", y);

return 0;

}

11.

#include<stdio.h>

#include<conio.h>

int main()

{

int x,y;

printf("Enter any number: ");

scanf("%d", &x);

printf("Enter a digit:");

scanf("%d", &y);

printf("The new number is: %d%d",x,y);

return 0;

}

12.

#include<stdio.h>

#include<conio.h>

int main()

{

float inr,usd;

printf("Enter the amount in INR:");

scanf("%f", &inr);

usd=inr\*76.23;

printf("Amount in USD is %f.", usd);

return 0;

}

13.  
#include<stdio.h>

#include<conio.h>

int main()

{

int x,y,z,shift;

printf("Enter a 3-digit number: ");

scanf("%d", &x);

y=x%10;

z=x/10;

shift=y\*100+z;

printf("New value is: %d", shift);

return 0;

}