1. **Write a program to print unit digit of a given number**

#include<stdio.h>

int main()

{

int num;

printf("Enter the number: ");

scanf("%d",&num);

printf("\nUnit didgit of %d is %d",num,num%10);

return 0;

}

1. **Write a program to print a given number without its last digit.**

#include<stdio.h>

int main()

{

int num;

printf("Enter a number: ");

scanf("%d",&num);

printf("The number whithout last digit is %d",num/10);

return 0;

}

1. . **Write a program to swap values of two int variables**

#include<stdio.h>

int main()

{

int a,b,temp;

a=8;

b=5;

printf("Before swapping: a=%d , b=%d",a,b);

temp=a;

a=b;

b=temp;

printf("\nAfter swapping: a=%d , b=%d",a,b);

return 0;

}

1. **Write a program to swap values of two int variables without using a third variable.**

#include<stdio.h>

int main()

{

int a,b;

a=8;

b=5;

printf("Before swapping: a=%d , b=%d",a,b);

a=a^b;

b=a^b;

a=a^b;

printf("\nAfter swapping: a=%d , b=%d",a,b);

return 0;

}

1. **Write a program to input a three-digit number and display the sum of the digits.**

#include<stdio.h>

int main()

{

int num,sum=0,c=1;

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

scanf("%d",&num);

sum=num%10;

c=num/10;

num=c%10;

c=c/10;

sum=sum+c+num;

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

return 0;

}

1. **Write a program which takes a character as an input and displays its ASCII code.**

#include<stdio.h>

int main()

{

char ch;

printf("Enter a character: ");

scanf("%c",&ch);

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

return 0;

}

1. **Write a program to find the position of first 1 in LSB.**

#include<stdio.h>

int main()

{

int x,count=0,lsb=0;

printf("Enter a number: ");

scanf("%d",&x);

while(lsb!=1)

{

lsb=x&1;

count+=1;

x=x>>1;

}

printf("Position of 1st 1 is %d",count);

return 0;

}

1. **Write a program to check whether the given number is even or odd using a bitwise operator.**

#include<stdio.h>

int main()

{

int x;

printf("Enter a number: ");

scanf("%d",&x);

if(x&1==1)

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

else

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

return 0;

}

1. **Write a program to print size of an int, a float, a char and a double type variable.**

#include<stdio.h>

int main()

{

printf("Size of int is %d",sizeof(int));

printf("\nSize of float is %d",sizeof(float));

printf("\nSize of char is %d",sizeof(char));

printf("\nSize of double is %d",sizeof(double));

return 0;

}

1. **Write a program to make the last digit of a number stored in a variable as zero. (Example - if x=2345 then make it x=2340)**

#include<stdio.h>

int main()

{

int x=2345;

printf("x=%d",x);

x=(x/10)\*10;

printf("\nx=%d",x);

return 0;

}

1. . **Write a program to input a number from the user and also input a digit. Append a digit in the number and print the resulting number. (Example - number=234 and digit=9 then the resulting number is 2349)**

#include<stdio.h>

int main()

{

int num,digit;

printf("Enter a number: ");

scanf("%d",&num);

printf("\nEnter a digit: ");

scanf("%d",&digit);

num=num\*10+digit;

printf("Resulting number is %d",num);

return 0;

}

1. . **Assume price of 1 USD is INR 76.23. Write a program to take the amount in INR and convert it into USD.**

#include<stdio.h>

int main()

{

float inr,usd;

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

scanf("%f",&inr);

usd=inr/76.23;

printf("The amont in USD is %.2f",usd);

return 0;

}

1. **Write a program to take a three-digit number from the user and rotate its digits by one position towards the right.**

#include<stdio.h>

int main()

{

int num;

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

scanf("%d",&num);

num=num/10;

printf("After rotation towords right by one digit: 0%d",num);

return 0;

}