

LAB-1

6. PROGRAM TO SWAP TWO VARIABLES WITHOUT USING THIRD VARIABLE.

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

```
int main()
```

```
{ float a,b;
```

```
printf("enter variable A=");
```

```
scanf("%f",&a);
```

```
printf("enter variable B=");
```

```
scanf("%f",&b);
```

```
printf("before switching\n");
```

```
printf("A=%f\n",a);
```

```
printf("B=%f\n",b);
```

```
a=a+b;
```

```
b=a-b;
```

```
a=a-b;
```

```
printf("\nafter asitching\n A=%f,\nB=%f",a,b);
```

```
}
```

35

C 03.cC 04.cC 05.cC 06.c

06.exe

TERMINAL

powershell

clg > C 06.c > main()
1 #include<stdio.h>
2
3 int main()
4 {
5 float a,b;
6
7 printf("enter variable A=");
8 scanf("%f",&a);
9
10 printf("enter variable B=");
11 scanf("%f",&b);
12
13 printf("before switching");
14
15 printf("\nA=%f\n",a);
16 printf("B=%f\n",b);
17
18 a=a+b;
19 b=a-b;
20 a=a-b;
21
22
23
24 printf("\nafter asitching\n A=%f,\nB=%f",a,b);
25
26
27
28 }

PS C:\Users\Sumit\Desktop\vscode> cd clg
PS C:\Users\Sumit\Desktop\vscode\clg> .\06.exe
enter variable A=5
enter variable B=6
before switching
A=5.000000
B=6.000000

after asitching
A=6.000000,
B=5.000000
PS C:\Users\Sumit\Desktop\vscode\clg>