

# ~~C PROGRAMING (1)

\*\*\*\*\*

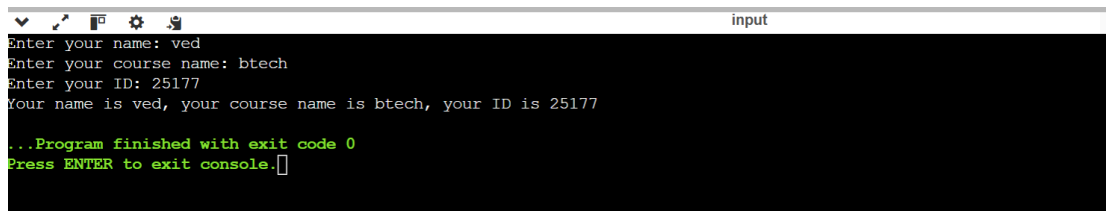
~~TO PRINT UR NAME , SAPPID AND COURSE NAME FROM USER ..

```
#include <stdio.h>

int main()
{
    int a ,b ,c;
    printf("enter the first no. :");
    scanf("%d",&a);
    printf("enter the sec no. :");
    scanf("%d",&b);
    printf("enter the third no. :");
    scanf("%d",&c);
    if (a>b)
    {
        if (a>c)
        {printf("greater no. is %d \n ",a);}
    }
    if (b>a)
    {
        if (b>c)
        {printf("greater no. is %d \n ",b);}
    }
    if (c>a)
    {
        if (c>b)
        {printf("greater no. is %d \n ",c);}
    }

    return 0;
}
```

>output :



```
input
Enter your name: ved
Enter your course name: btech
Enter your ID: 25177
Your name is ved, your course name is btech, your ID is 25177
...Program finished with exit code 0
Press ENTER to exit console.
```

## ~~Simple Interest Program :

```
main.c
1  #include <stdio.h>
2
3  int main()
4  {
5
6  float p,r,t ;
7  float SI ;
8  float SITotal;
9  printf("principal value:");
10 scanf("%f",&p);
11 printf("rate of interest");
12 scanf("%f",&r);
13 printf("time of interest");
14 scanf("%f",&t);
15 SI=p*r*t;
16 SITotal=SI/100;
17 printf("\n Simple intrest for amount %.2f , rate of interest %.2f and time %.2f years : %.3f ",p,r,t,SITotal);
18
19 return 0;
20 }
21
```

>output :

```
input
principal value:400
rate of interest2
time of interest1

Simple intrest for amount 400.00 , rate of interest 2.00 and time 1.00 years : 8.000

...Program finished with exit code 0
```

## ~~AREA OF CIRCLE :

```
main.c
1  #include <stdio.h>
2  int main()
3  {
4  {
5
6  float pi=3.14 ;
7  float r,A;
8  printf("radius of circle:");
9  scanf("%f",&r);
10 A=pi*r*r;
11 printf("area of circle with radius %.2f is %.4f \n", r, A);
12
13 return 0;
14 }
15
```

>output :

```
input
radius of circle:2
area of circle with radius 2.00 is 12.5600

...Program finished with exit code 0
Press ENTER to exit console.
```

## ~~Temp conversion celcius to farenhite :

```
main.c
1  #include <stdio.h>
2  int main()
3  {
4
5  float cel , fer ;
6  printf("enter temp in celcius: ");
7  scanf ("%f",&cel);
8
9  fer= 1.8*cel+32;
10 printf("temprature in farheniet: %.4f ", fer);
11
12 return 0;
13
14 }
15
```

>output:

```
input
enter temp in celcius: -40
temprature in farheniet: -40.0000
...Program finished with exit code 0
Press ENTER to exit console.
```

## ~~Perimeter and area of circle :

```
main.c
1  #include <stdio.h>
2
3  int main()
4  {
5
6  float l,b,A,P ;
7
8  printf("enter length of rectangle: ");
9  scanf("%f",&l);
10 printf("enter breadth of rectangle: ");
11 scanf("%f",&b);
12
13 //perimeter
14 P=2*(l+b);
15 printf("perimeter of circle is: %.2f",P);
16
17 //area
18 A=l*b ;
19 printf("\n area of circle is: %.2f",A);
20
21 return 0;
22 }
23
```

>output:

```
input
enter length of rectangle: 2
enter breadth of rectangle: 3
perimeter of circle is: 10.00
area of circle is: 6.00

...Program finished with exit code 0
Press ENTER to exit console.
```

## ~~ SWAPING TWO NO. USING THIRD NO.

```
main.c
1  #include <stdio.h>
2
3  int main()
4  {
5
6  int a , b , c ;
7  printf("enter first no (a): ");
8  scanf("%d",&a);
9  printf("enter sec no (b): ");
10 scanf("%d",&b);
11
12 printf("Before no. are: %d %d ", a,b);
13 c=a;
14 a=b;
15 b=c;
16 printf("\nAfter swapping no are: %d %d ", a,b);
17
18 return 0;
19 }
20
```

>OUTPUT:

```
input
enter first no (a): 34
enter sec no (b): 45
Before no. are: 34 45
After swapping no are: 45 34

...Program finished with exit code 0
Press ENTER to exit console.
```

## ~~swaping two no. without using third variable :

```

main.c
1  #include <stdio.h>
2
3  int main()
4  {
5
6  int a, b ;
7  printf("enter first no (a): ");
8  scanf("%d",&a);
9  printf("enter sec no (b): ");
10 scanf("%d",&b);
11
12 printf("Before no. are: %d %d ", a,b);
13
14 a=a+b;
15 b=a-b;
16 a=a-b;
17
18 /*
19 or we can use >>
20
21 a=a*b
22 b=a/b
23 a=a/b
24
25 */
26
27 printf("\nAfter swapping no are: %d %d ", a,b);
28
29 return 0;
30 }
31
32

```

>output :

```

input
enter first no (a): 34
enter sec no (b): 67
Before no. are: 34 67
After swapping no are: 67 34

...Program finished with exit code 0
Press ENTER to exit console.

```

~~ To Figure out no. is odd or even :

```

main.c
1  #include <stdio.h>
2
3  int main()
4  {
5
6  int a ;
7  printf("enter the no. :");
8  scanf("%d",&a);
9
10 if (a%2==0)
11 { printf("%d is even no.",a); }
12
13 else
14 { printf("%d is odd no.",a); }
15
16 return 0;
17
18 }

```

>output :

```
input
enter the no. :32
32 is even no.

...Program finished with exit code 0
Press ENTER to exit console.
```

```
input
enter the no. :57
57 is odd no.

...Program finished with exit code 0
Press ENTER to exit console.
```

~~ To Find Out Greater No. BW Two No. :

```
main.c
1 #include <stdio.h>
2
3 int main()
4 {
5     int a ,b ;
6     printf("enter the first no. :");
7     scanf("%d",&a);
8     printf("enter the sec no. :");
9     scanf("%d",&b);
10
11     if (a>b)
12     { printf("B/W %d and %d greater no. is %d \n ",a,b,a); }
13
14     else
15     { printf("B/W %d and %d greater no. is %d \n ",a,b,b); }
16
17     return 0;
18 }
```

>output :

```
input
enter the first no. :45
enter the sec no. :78
B/W 45 and 78 greater no. is 78

...Program finished with exit code 0
Press ENTER to exit console.
```

~~ To Find Out Greater No. BW Three No. :

```

main.c
1  #include <stdio.h>
2  int main()
3  {
4
5  int a ,b ,c;
6  printf("enter the first no. :");
7  scanf("%d",&a);
8  printf("enter the sec no. :");
9  scanf("%d",&b);
10 printf("enter the third no. :");
11 scanf("%d",&c);
12
13 if (a>b)
14 {
15     if (a>c)
16     { printf("%d, %d and %d greater no. is %d \n ",a,b,c,a);}
17 }
18
19 if (b>a)
20 {
21     if (b>c)
22     { printf("%d, %d and %d greater no. is %d \n ",a,b,c,b);}
23 }
24
25 if (c>a)
26 {
27     if (c>b)
28     { printf("%d, %d and %d greater no. is %d \n ",a,b,c,c);}
29 }
30 }
31
32 return 0;
33 }

```

>output :

```

input
enter the first no. :34
enter the sec no. :56
enter the third no. :12
34, 56 and 12 greater no. is 56

...Program finished with exit code 0
Press ENTER to exit console.

```