

## 11. Write a C program to evaluate an arithmetic operation

```
1  #include <stdio.h>
2
3  int main() {
4      int num1, num2, result;
5
6      printf("Enter the first number: ");
7      scanf("%d", &num1);
8
9      printf("Enter the second number: ");
10     scanf("%d", &num2);
11
12     result = num1 + num2;
13     printf("Sum: %d\n", result);
14
15     result = num1 - num2;
16     printf("Difference: %d\n", result);
17
18     result = num1 * num2;
19     printf("Product: %d\n", result);
20
21     if (num2 != 0) {
22         result = num1 / num2;
23         printf("Division: %d\n", result);
24     } else {
25         printf("Cannot divide by zero.\n");
26     }
27
28     return 0;
29 }
```

/tmp/z8FS5CKxt1.o  
Enter the first number: 10  
Enter the second number: 5  
Sum: 15  
Difference: 5  
Product: 50  
Division: 2  
  
=== Code Execution Successful ===

## 12. Write a C program to balance symbols in a given expression

```

1  #include <stdio.h>
2  #include <stdlib.h>
3
4  #define MAX 100
5
6  char stack[MAX];
7  int top = -1;
8
9  void push(char c) {
10     stack[++top] = c;
11 }
12
13 char pop() {
14     if (top == -1)
15         return "\0";
16     else
17         return stack[top--];
18 }
19
20 int isMatchingPair(char character1, char character2) {
21     if (character1 == '(' && character2 == ')')
22         return 1;
23     else if (character1 == '{' && character2 == '}')
24         return 1;
25     else if (character1 == '[' && character2 == ']')
26         return 1;
27     else
28         return 0;
29 }
30
31 int isBalanced(char exp[]) {
32     int i = 0;
33     char popped_char;
34
35     while (exp[i]) {
36         if (exp[i] == '(' || exp[i] == '{' || exp[i] == '[')
37             push(exp[i]);
38         if (exp[i] == ')' || exp[i] == '}' || exp[i] == ']') {
39             if (top == -1)
40                 return 0;
41             else {
42                 popped_char = pop();
43                 if (!isMatchingPair(popped_char, exp[i]))
44                     return 0;
45             }
46         }
47         i++;
48     }
49
50     if (top == -1)
51         return 1;
52     else
53         return 0;
54 }
55
56 int main() {
57     char exp[MAX];
58     printf("Enter an expression: ");
59     scanf("%s", exp);
60
61     if (isBalanced(exp))
62         printf("The expression is balanced.\n");
63     else
64         printf("The expression is not balanced.\n");
65
66     return 0;
67 }

```

Enter an expression: [({})]  
The expression is balanced.

=== Code Execution Successful ===

### 13. Write a recursive function in C to implement Tower of Hanoi Problem

```
#include <stdio.h>

void towerOfHanoi(int n, char from_rod, char to_rod, char aux_rod) {
    if (n == 1) {
        printf("Move disk 1 from rod %c to rod %c\n", from_rod, to_rod);
        return;
    }
    towerOfHanoi(n - 1, from_rod, aux_rod, to_rod);
    printf("Move disk %d from rod %c to rod %c\n", n, from_rod, to_rod);
    towerOfHanoi(n - 1, aux_rod, to_rod, from_rod);
}

int main() {
    int n = 3; // Number of disks
    towerOfHanoi(n, 'A', 'C', 'B'); // A, B, and C are rod names
    return 0;
}
```

```
Move disk 1 from rod A to rod C
Move disk 2 from rod A to rod B
Move disk 1 from rod C to rod B
Move disk 3 from rod A to rod C
Move disk 1 from rod B to rod A
Move disk 2 from rod B to rod C
Move disk 1 from rod A to rod C
```

```
=== Code Execution Successful ===
```

#### 14. Write a recursive function in C to find the factorial of a number

```
1  #include <stdio.h>
2
3  int factorial(int n) {
4      if (n == 0) {
5          return 1;
6      } else {
7          return n * factorial(n - 1);
8      }
9  }
10
11 int main() {
12     int number = 5;
13     int result = factorial(number);
14     printf("Factorial of %d = %d", number, result);
15     return 0;
16 }
```

Factorial of 5 = 120

=== Code Execution Successful ===

#### 15. Implement a queue using an array

```

1 #include <stdio.h>
2 #include <stdlib.h>
3
4 #define MAX_SIZE 100
5
6 struct Queue {
7     int items[MAX_SIZE];
8     int front;
9     int rear;
10 };
11
12 struct Queue* createQueue() {
13     struct Queue* queue = (struct Queue*)malloc(sizeof(struct Queue));
14     queue->front = -1;
15     queue->rear = -1;
16     return queue;
17 }
18
19 int isEmpty(struct Queue* queue) {
20     if (queue->rear == -1)
21         return 1;
22     else
23         return 0;
24 }
25
26 int isFull(struct Queue* queue) {
27     if (queue->rear == MAX_SIZE - 1)
28         return 1;
29     else
30         return 0;
31 }
32
33 void enqueue(struct Queue* queue, int value) {
34     if (isFull(queue))
35         printf("Queue is full\n");
36     else {
37         if (isEmpty(queue))
38             queue->front = 0;
39         queue->rear++;
40         queue->items[queue->rear] = value;
41     }
42 }
43
44 int dequeue(struct Queue* queue) {
45     int item;
46     if (isEmpty(queue)) {
47         printf("Queue is empty\n");
48         return -1;
49     } else {
50         item = queue->items[queue->front];
51         queue->front++;
52         if (queue->front > queue->rear) {
53             queue->front = queue->rear = -1;
54         }
55         return item;
56     }
57 }
58
59 int main() {
60     struct Queue* queue = createQueue();
61
62     enqueue(queue, 10);
63     enqueue(queue, 20);
64     enqueue(queue, 30);
65
66     printf("Dequeued item: %d\n", dequeue(queue));
67     printf("Dequeued item: %d\n", dequeue(queue));

```

```
7 emp/queue.c:10:10: warning: 'temp' is used uninitialized in this function [-Wuninitialized]
11 Dequeued item: 10
12 Dequeued item: 20

=== Code Execution Successful ===
```

## 16. Implement a queue using linked list

```
Queue Front: 30
Queue Rear: 40

=== Code Execution Successful ===
```

```

1  #include <stdio.h>
2  #include <stdlib.h>
3
4  struct Node {
5      int data;
6      struct Node* next;
7  };
8
9  struct Queue {
10     struct Node *front, *rear;
11 };
12
13 struct Node* newNode(int data) {
14     struct Node* temp = (struct Node*)malloc(sizeof(struct Node));
15     temp->data = data;
16     temp->next = NULL;
17     return temp;
18 }
19
20 struct Queue* createQueue() {
21     struct Queue* queue = (struct Queue*)malloc(sizeof(struct Queue));
22     queue->front = queue->rear = NULL;
23     return queue;
24 }
25
26 void enqueue(struct Queue* queue, int data) {
27     struct Node* temp = newNode(data);
28
29     if (queue->rear == NULL) {
30         queue->front = queue->rear = temp;
31         return;
32     }
33
34     queue->rear->next = temp;
35     queue->rear = temp;
36 }
37
38 void dequeue(struct Queue* queue) {
39     if (queue->front == NULL)
40         return;
41
42     struct Node* temp = queue->front;
43
44     queue->front = queue->front->next;
45
46     if (queue->front == NULL)
47         queue->rear = NULL;
48
49     free(temp);
50 }
51
52 int main() {
53     struct Queue* queue = createQueue();
54
55     enqueue(queue, 10);
56     enqueue(queue, 20);
57     dequeue(queue);
58     enqueue(queue, 30);
59     enqueue(queue, 40);
60     dequeue(queue);
61
62     printf("Queue Front: %d\n", queue->front->data);
63     printf("Queue Rear: %d\n", queue->rear->data);
64
65     return 0;
66 }

```