## Unit 1: C language basic programs list.

- 1. print your name with printf().
- 2. print your resume with printf().
- 3. use \n and \t
- 4. print pattern with \n and \t
- 5. print formatted design with printf()
- 6. print integer variable
- 7. print sum of two values
- 8. scan integer value from user
- 9. scan multiple values in single scanf()
- 10. make sum of two values, values must get from keyboard.
- 11. demonstrate range of integer.
- 12. demonstrate range of long integer.
- 13. create character variable and print it.
- 14. W.A.P. to demonstrate size of operator.
- 15. W.A.P. to print ASCII of any character.
- 16. get character with getch() and print it.
- 17. create float variable scan float values and print it.
- 18. swap two values with use of third variable.
- 19. swap two values without use of third variable.
- 20. W.A.P. to find simple interest.
- 21. create result with 5 subject.
- 22. demonstrate increment operator.
- 23. demonstrate decrement operator.
- 24. find maximum out of two with turnery operator.
- 25. find maximum out of three with turnery operator.
- 26. demonstrate define keyword.
- 27. define string and print it.
- 28. demonstrate const keyword.
- 29. demonstrate arithmetic operators.
- 30. Convert kilometer in meters.
- 31. Create light bill with unit amount and border pattern.
- 32. Demonstrate variable type casting.
- 33. Demonstrate limitation in decimal points in float values.
- 34. Demonstrate printable size of any values.
- 35. W.A.P. Print on specific location of screen.
- 36. Calculate square of entered value.
- 37. Calculate cube of entered value.
- 38. Find average of three numbers.
- 39. W.A.P. to print ASCII of Entered Number.
- 40. W.A.P. to print Character of Entered ASCII.
- 41. W.A.P. to demonstrate Ivalue error.
- 42. Demonstrate compound assignment operators.

- 43. Convert character in integer by type casting.
- 44. Demonstrate how to create variable with initial values.
- 45. Get single character from user and print ASCII of That Character.
- 46. Find area of circle.
- 47. Demonstrate local scope of variable.
- 48. Demonstrate global scope of variable.
- 49. Demonstrate type promotion.
- 50. W.A.P. to convert Celsius to Fahrenheit.