Assignment 2

1. WAP to practice math functions such as sin(), cos(), log(), pow(), sqrt() etc. by including <math.h> header file.

2. WAP to find roots of a quadratic equation (for D>=0 case).

3. WAP to format console output using '\n', '\t', '\b' within printf statement.

4. WAP to implement assignment operators such as **+=** , **-=** , *=, /= %= etc.

5. Assignment operator assigns right hand side value to left hand side variable. Use this idea to interchange (swap) values of two variables. (Hint: You may need a third variable. Think like switching coffee and tea between two cups using a third cup)

6. WAP to shift left and shift right operators (>> and <<). Ask the application of this operator to your lab instructor.

7. WAP to utilize ternary operator (?:).

8. WAP using sizeof() function to find size of char, integer, long int, float and double

9. WAP to divide two numbers and use type casting operation (e.g. mean = (double)sum/n;).

10. String is set of characters (one next to each other stored in the memory and not related to each other), e.g. ="abc123". WAP to practice type casting using the following functions. You can initialize a string using statement char ***s**="3.145" Then **s** is a string.

S.no	Typecast function	Description
1	atof()	Converts string to float
2	atoi()	Converts string to int
3	atol()	Converts string to long
4	itoa()	Converts int to string
5	ltoa()	Converts long to string