

COMPUTER LAB

Adding 2 numbers without scanf

```
#include <stdio.h>

int main()
{
    int a,b,sum;
    a=12;b=24;
    sum=a+b;
    printf("The sum of two numbers is %d",sum);
}
```

Identifying data types

```
#include <stdio.h>

int main(){
    float x=3.69;
    int y=3;
    char z='A';
    double a=3.1498527;
    printf("%f\n",x);
    printf("%d\n",y);
    printf("%c\n",z);
}
```

```
printf("%lf\n",a);  
return 0;  
}
```

Adding two numbers using scan and %d

```
#include <stdio.h>  
  
int main()  
{  
    int a,b,sum;  
    a=3;  
    b=6;  
    sum=a+b;  
    printf("Enter any two numbers to add\n");  
    int x,y,sum1;  
    scanf("%d %d",&x,&y);  
    sum1=x+y;  
    printf("The sum of two numbers is %d.\n",sum);  
    printf("The sum of two numbers x and y is %d.",sum1);  
    return 0;  
}
```

ADD TWO NUMBERS USING INTEGERS

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

```
int main()
```

```
{
```

```
    int num1;
```

```
    float num2,res;
```

```
    scanf("%d%f",&num1,&num2);
```

```
    res=num1+num2;
```

```
    printf("addition of %d and %f is %f",num1,num2,res);
```

```
}
```

TO FIND AREA AND PERIMETER OF A SQUARE

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

```
int main()
```

```
{
```

```
    int side,area,peri;
```

```
    scanf("%d",&side);
```

```
    area=side*side;
```

```
    peri=4*side;  
    printf("%d %d",area,peri);  
  
}
```

AREA AND PERIMETER OF RECTANGLE

```
#include <stdio.h>  
  
int main()  
{  
    int l,b,area,peri;  
    scanf("%d%d",&l,&b);  
    area=l*b;  
    peri=2*(l+b);  
    printf("%d %d",area,peri);  
  
}
```