	Hssignment - L	1 - Clanguage		
# Pucli	C Program to ute < Stdio.h> nain()) f("Hello Students")	Output		
Return } ©2 W.rite O	o; c Bogsam to	Point Hello on the		Students in the
int r	fe < stdio.h> nain()} if("Hello }\n Stden	Hello Student	3.	
# inclu intr { Paintf Retu	de < Stoio.h> Pain()() ("MySintr");	Print "MySinh" on the Output MySinh.		
# inclu	nain()); ("Teacher's Day"); n0;	output Teacher's Day" Teacher's Day		
# inclu	de Z Stdio, h> main() b If ("Ilh");	t In on the Screen.		
60 Wrute a # include	C Program to P. 2 stdio. h > ()) "0/0 0/000");	Sint %of on the Scree	en,	

Char and float), also	Containing declaration	of three variables	lof int.
Char and float), also	assigh Some Values.	to them and Day	
of all those Variables using	a Simple River	10 men and boint	- Valuel
of all three variables using # includexstion>	J STAGLE, FORMITE ()		
int main()) O4tpi	1
$\begin{cases} int a = 10; \end{cases}$			
Char $b = 'A'$;		10	
float c = 3.14;		A	,
Pointf (" 0/00/n 0/06/n	% of /n", a, b	6 \ . 3.19	
	701/h , u , u		
Return 0;			
,			
B) Explose following format ANS - % is - Specifier to	specified on Interr	et - %i , %9	, %1f
OR EXPLOSE FULL OF THE STREET THE	ne type as integer.	, , ,	
ANS - % AA - Specifice	I forment specifiers (anigents a humber .	to the more
Compact of	either fixed-Point or S	SCIENTIC MUCETION	
o/olf - for Double			
	1- Di L Charlomate	a stored in a cl	nan Variable
69 write a C Progra	m to paint character	(3,000) 1,100	
also Print its ASCII Co	ode o		No.
# Include < Stdio.h>			
int main()			
Schar a = 'A'			
	: º/oc/n ASCII Code:	1/0d/n), a,	2);
Refuse O;	Outbut	n ye sa	
Return O;	Character: A ASCII Code: 65		
3	Manager: A		
	1 FISCII Code : 03	Romany number of	and Vice-Ver
(10) How to Convert a	Decimal number into	a prince of	**
(0 10) HOLD TO CONDUCT SE Amo Decimal to Binary - D Eg - (100) 10 - C	wite by 2 & avony	all Remainder From	down to up.
Con (Ico) - (2/100/0	11100100	\mathcal{A}
29 (100)10	27 500		
	2 12 0		
a parental Binary to Decima	0 731	*6.5	
(100/00) — ()10	= 0x26 + 0x25 + 0x24 0x2+	1 x2 + 0x2 + 0x2 (10	0)10 A