1885 SMI UNIVERSITY

Answer #01:

Uses of Semicolon ";" & Comma "," In C Program's

Uses of Semicolon ";"	*Uses of Comma ","*
Semicolon is used to terminate a function. For example, char a= "r";	Comma operator has very low precedence for example it is having most minimal need so it is assessed finally.
It is additionally used in loops like for, while loop. Here it indicates the termination of exceptional things. For example, Consider this for loop statement For (r=1; r<5; r++)	Comma operator restores the expense of the furthest right operand when more than one comma operator are utilized inside an expression.
Semicolon is used to exhibit termination of three one-of-a-kind matters. ▪ Initialization => char a= "r" ▪ Condition => r<5 ▪ Operation => r++ So essentially, it helps to exhibit termination of a function.	Comma "," use as a: ▪ **Comma (,) as an operator**: Sometimes we assign a couple of values to a variable the use of comma, in that case comma is acknowledged as operator. For example, a = 20,30,40; b = (20,30,40); ▪ **Comma (,) as separator**: While statement a couple of variables and offering a couple of arguments in a function, comma works as a separator. For example, int a, b, c;

Answer #02:

Difference Between Text Mode & Graphic Mode

Text Mode	*Graphic Mode*
When you begin a program under Microsoft Disk Operating System (MS-DOS), the PC's screen is in text mode also known as character mode.	When you begin a program underneath windows, the PC's display screen in graphics mode.
Text mode, each text is drawn as a dot pattern.	Graphic mode, the everything drawn one dot (pixel) at a time.
Text mode, the typical presentation design permits 80 content over each rows and 25 lines of text. Every content involves a fixed situation on the display screen.	A common VGA show will exhibit 640 pixels horizontally and 480 pixels vertically.
The content consistently have a similar text style, despite the fact that the shade of each letter and its background can be changed.	Graphic mode, each pixel can be any of sixteen (16) hues. more highly-priced displays, for example superb (VGA) boards, in many instances indicates 1028 X 760 pixels with 256 simultaneous colorings.
Text mode shows, there is no precise method to display explicit sorts of textual styles, for example, italics and daring face, with explicit sizes.	Everything cited above is viable in graphics mode.
Text mode, it is extremely unlikely to show pictures.	Graphics mode we can show pictures, charts, diagrams, charts without any problem.
Text mode shows are considerably less adaptable than graphic mode displays.	Graphic mode shows extra bendy than character mode displays.

Answer #03 > Part 1:

Difference Between IF & Switch Statement

IF	*SWITCH*
IF declaration which receives extra complicated as the range of prerequisites develop then the nested IF comes into play.	SWITCH declaration is less difficult to specific for lengthy conditions.
IF declaration makes modifying difficult.	SWITCH declaration allows in simple editing while giving it a shot and discarding bugs from the source code.
IF declaration is run only if the end effect of the appearance is correct.	Expression is evaluated and SWITCH declaration is run in accordance to the end effect of the appearance that can be integer or logical.
IF declaration permits each integer and character-based evaluation.	SWITCH permits appearance to have integer-based valuation.
IF declaration has to be real to be done further.	SWITCH declaration can be performed with all instances if the 'break' declaration is now not used.

Answer #03 > Part 2:

Using IF & Switch Statement Program's

IF Program

```
#include<stdio.h>
#include<conio.h>
void main()
        {
        int numb;
        clrscr();
        printf("Put your numb:");
        scanf("%d",&numb);

        if(numb >=500)
        {
        printf("You are eligible for admission in SMI University");
        }
        if(numb <=499)
        {
        printf("You are not eligible for admission in SMI University");
        }
        getch();
        }
```

Switch Program

```
#include<stdio.h>
#include<conio.h>
void main()
        {
        Char grade = 'A';
        clrscr();
        switch(grade) {
        case 'A' :
        printf("Excellent! ABDUL RAFEH You Got 75 percent\n" );
        break;
        case 'B' :
        printf("Well done You Got 65 percent\n" );
        break;
        case 'C' :
        printf("Fair You Got 55 percent\n" );
        break;
        case 'D':
        printf("You just cleared with 40 percent\n");
        break;
        case 'F' :
        printf("Attempt Over\n");
        break;
        default :
        printf("Unacceptable grade\n");
        }
```

	Printf("Your grade is %c\n",grade);
	getch();
	}

Answer #04:

Program for Profit & Loss Using IF Condition

```
#include<stdio.h>
#include<conio.h>
void main()
    {
    int c_price,s_price,p_amt,l_amt;
    clrscr();
    printf("Put Cost Price: ");
    scanf("%d", &c_price);
    printf("Put Selling Price: ");
    scanf("%d", &s_price);

    if(s_price>c_price)
    {
    P_amt = s_price-c_price;
    printf("\n Profit Amount : %d\n", p_amt);
    }
    if(c_price>s_price)
    {
    l_amt = c_price-s_price;
```

```
                printf("\n Loss Amount : %d\n", l_amt);
        }
        getch();
        }
```

Answer #05:

Program for Calculate the Number of Notes Using IF Condition

```
#include<stdio.h>
#include<conio.h>
void main()
  {
  Int amt;
  int pkr500, pkr100,pkr50,pkr20,pkr10,pkr5;
  pkr500=pkr100=pkr50=pkr20=pkr10=pkr5=0;
  clrscr();
  printf("Put Any Amt : ");
  scanf("%d", &amt);

  if(amt >= 500)
  {
  pkr500 = amt/500;
  amt = amt - (pkr500*500);
  }
  if(amt >= 100)
  {
  pkr100 = amt/100;
  amt = amt - (pkr100*100);
  }
  if(amt >= 50)
```

```
                    {
pkr50 = amt/50;
amt = amt - (pkr50*50);
}
if(amt >= 20)
{
pkr20 = amt/20;
amt = amt - (pkr20*20);



}
if(amt >= 10)
{
pkr10 = amt/10;
amt = amt - (pkr10*10);
}
if(amt >= 5)
{
pkr5 = amt/5;
amt = amt - (pkr5*5);
}
printf("Check PKR Currency for Your Enter Amount \n");

printf("  PKR 500 = %d\n ",pkr500);

printf(" PKR 100 = %d\n ",pkr100);

printf(" PKR 50  = %d\n ",pkr50);

printf(" PKR 20  = %d\n ",pkr20);

printf(" PKR 10  = %d\n ",pkr10);

printf(" PKR 5   = %d\n ",pkr5);

getch();
}
```

Note:

All the program's output's Screen Shot is below.

All Program's Output's

```
Put your numb:515
You are eligible for admission in SMI University
```

```
Put your numb:430
You are not eligible for admission in SMI University
```

```
Excellent! ABDUL RAFEH You Got 75 percent
Your grade is   A
```

```
Put Cost Price:   2500
Put Selling Price: 3000

 Profit Amount  : 500
```

```
Put Cost Price:   2500
Put Selling Price: 1800

 Loss Amount  : 700
```

```
Put Any Amt : 2425
Check PKR Currency for Your Enter Amount
  PKR 500 = 4
  PKR 100 = 4
  PKR 50  = 0
  PKR 20  = 1
  PKR 10  = 0
  PKR 5   = 1
```