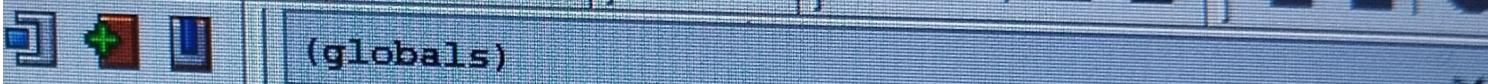


C, C++ and DSA In Depth**Assignment-4: More on Operators in C Language**

1. Write a program to input a three digit number and display the sum of the digits.
2. Write a program to find ASCII code of the character '+'.
3. Write a program to print size of an int, a float, a char and a double type variable
4. Write a program to make the last digit of a number stored in a variable as zero.
(Example - if x=2345 then make it x=2340)
5. Write a program to input a number from the user and also input a digit. Append a digit in the number and print the resulting number. (Example - number=234 and digit=9 then the resulting number is 2349)
6. Assume price of 1 USD is INR 84.23. Write a program to take the amount in INR and convert it into USD.
7. Write a program to take a three digit number from the user and rotate its digits by one position towards the right.
8. What will be the value stored in the variable x after executing following statement:
`x=10>8>4;`
9. What will be the value stored in the variable x after executing following statement:
`x=12>-2;`
10. What will be the value stored in the variable x after executing following statement:
`x=3<0&&5>0;`



assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.c

```
1
2 #include<stdio.h>
3 int main()
4 {
5     int n,sum;
6     printf("Enter any three digit no.");
7     scanf("%d",&n);
8
9     sum=n/100+n/10%10+n%10;
10    printf("Sum of three digit no. %d",sum);
```

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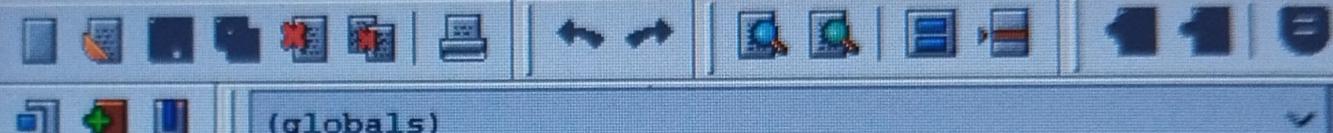


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assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp a

```
1 #include<stdio.h>
2 int main(){
3     char ch='+';
4     printf(" %c ASCII Code is %d",ch,ch);
5 }
```

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assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp

```
1 #include<stdio.h>
2 int main(){
3     int x;
4     x=sizeof(char);
5     printf("Size of char in bytes %d\n",x);
6     x=sizeof(int);
7     printf("Size of int in bytes %d\n",x);
8     x=sizeof(float);
9     printf("Size of float in bytes %d\n",x);
10    x=sizeof(double);
11    printf("Size of double in bytes %d",x);
12
13 }
```

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(globals)

assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp ass

```
1 #include<stdio.h>
2 int main(){
3     int n;
4     printf("Enter any no.");
5     scanf("%d",&n);
6     n=(n-n%10);
7     printf("Given number make the last digit zero %d",n);
8 }
```

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(globals)

assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp assi

```
1 #include<stdio.h>
2 int main(){
3     int n,digit;
4     printf("Enter any no.");
5     scanf("%d",&n);
6     printf("Enter any one digit ");
7     scanf("%d",&digit);
8     n=n*10+digit;
9
10 }
```

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assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp

```
1 #include<stdio.h>
2 int main(){
3     float x,d;
4     printf("Enter the in INR ");
5     scanf("%f",&x);
6     d=x/83.23;
7     printf("USD is %0.2f $ ",d);
8 }
```

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assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp

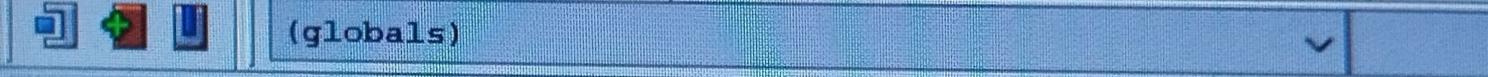
```
1 #include<stdio.h>
2 int main(){
3     int x,rot;
4     printf("Enter any no. ");
5     scanf("%d",&x);
6     rot = x%10*100+x/10;
7     printf("Rotate its digit %d",rot);
8 }
```

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(globals)

```
assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp assi
1 #include<stdio.h>
2 int main(){
3     int x;
4     x=10>8>2;
5     printf("After executing statement x is stored: %d",x);
6 }
```

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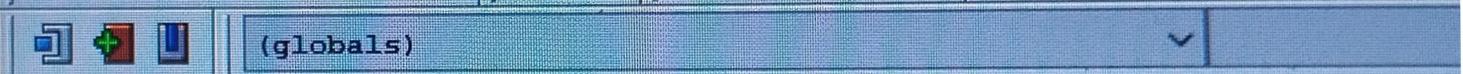
(globals)

assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp assig

```
1 #include<stdio.h>
2 int main(){
3     int x;
4     x=12>2;
5     printf("After executing statement x is stored: %d",x);
6 }
```

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(globals)

assig4.1.cpp assig4.2.cpp assig4.3.cpp assig4.4.cpp assig4.5.cpp assig4.6.cpp assig4.7.cpp

```
1 #include<stdio.h>
2 int main(){
3     int x;
4     x=3<0||5>0;
5     printf("After executing statement stored value in x %d:",x);
6 }
```