

**RA2111003010128**

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**CLAP2 (NON E-LAB)**

Q-2. John is very much interested in Mathematics. One day when he was learning about different types of mathematical numbers, he came across a concept of “GOOD Number”. If there is no “Zero” in the number, then it is a GOOD number. John is a beginner in C programming and he needs your help to solve it.

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

```
#include <string.h>
```

```
int main()
```

```
{
```

```
    int n;
```

```
    printf("Enter the number: ");
```

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

```
    if(n){
```

```
        for(;n!=0;n/=10){
```

```
            if(!(n%10)){
```

```
                printf("Not a GOOD Number");
```

```
                break;
```

```
            }
```

```
        }
```

```
        if(!n) printf("GOOD Number");
```

```
    }
```

```

else printf("Not a GOOD Number");

return 0;

}

```

main.c	Run	Output
<pre> 1 #include &lt;stdio.h&gt; 2 #include &lt;string.h&gt; 3 int main() 4 { 5     int n; 6     printf("Enter the number: "); 7     scanf("%d",&amp;n); 8     if(n){ 9         for(;n!=0;n/=10){ 10             if(!(n%10)){ 11                 printf("Not a GOOD Number"); 12                 break; 13             } 14         } 15         if(!n) printf("GOOD Number"); 16     } 17     else printf("Not a GOOD Number"); 18     return 0; 19 } </pre>		<pre> /tmp/MTlyXPPsd0.o Enter the number: 55 GOOD Number </pre>

Q-6. Mala is studying G-VII. Her class teacher asked her to identify the type of triangle.

But she doesn't know the concept of triangle types. Can you help her to identify the triangle

types based on the values of sides given to mala.

Hint:

- If all the sides are equal then it is an Equilateral Triangle
- If two sides are equal then it is a Isosceles Triangle
- If no sides are equal then it is a Scalene Triangle

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

```
#include <string.h>
```

```
int main()
```

```
{
```

```
    int a,b,c;
```

```
printf("Enter the sides off the triangle: ");  
scanf("%d %d %d", &a,&b,&c);  
if(a==b && b==c && c==a) printf("Equilateral Triangle");  
else if(a!=b && b!=c && c!=a) printf("Scalene Triangle");  
else printf("Isoceles Triangle");  
return 0;  
}
```

main.c	Run	Output
<pre>1 #include &lt;stdio.h&gt; 2 #include &lt;string.h&gt; 3 int main() 4 { 5     int a,b,c; 6     printf("Enter the sides off the triangle: "); 7     scanf("%d %d %d", &amp;a,&amp;b,&amp;c); 8     if(a==b &amp;&amp; b==c &amp;&amp; c==a) printf("Equilateral Triangle"); 9     else if(a!=b &amp;&amp; b!=c &amp;&amp; c!=a) printf("Scalene Triangle"); 10    else printf("Isoceles Triangle"); 11    return 0; 12 }</pre>		<pre>/tmp/JmPgX8bczF.o Enter the sides off the triangle: 2 2 2 2 2 2 Equilateral Triangle</pre>

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