

①

Assignment - 10 -

```

#include <stdio.h>
#include <conio.h>
float area (float p);
int main()
{
    float r;
    printf("Enter the radius");
    scanf("%d", &r);
    printf("area=%f", area(r));
    return 0;
}

float area (float p)
{
    float a;
    a = 3.14 * p * p;
    return a;
}

```

② #include <stdio.h>

#include <conio.h>

int simpleinterest (int m, int r, int t);

int main()

{

int, m, r, t;

printf("Enter the amount, rate and time");

```
scanf("%d %d %d", &m, &r, &t);
printf("S.I. = %d", simpleInterest(m, r, t));
return 0;
```

```

{
int simpleInterest(int m, int r, int s)
{
    int s;
    
$$s = \frac{m \times r \times t}{100};$$

    return s;
}

```

③

```

#include <stdio.h>
#include <conio.h>
int check(int p);
int main()
{
    int n;
    printf("Enter a number");
    scanf("%d", &n);
    printf("%d", check(n));
    return 0;
}

int check(int p)
{
    if (p % 2 == 0)

```

```
        return 1;
    else
        return 0;
}
```

```
④ #include <stdio.h>
#include <conio.h>
void print(int n);
int main()
{
    int m;
    scanf("%d", &m);
    printf("Enter a number");
    scanf("%d", &m);
    print(m);
    return 0;
}

void print(int n)
{
    for(int i=1; i<=n; i++)
        printf("%d", i);
}
```

```
⑤ #include <stdio.h>
#include <conio.h>
void odd(int n);
int main()
{
    int n;
```



```
printf("enter a number");  
scanf("%d", &n);  
odd(n);  
return 0;
```

```
void odd(int p)
```

```
{  
    int i;  
    for(i=1; i<=n; i++)  
        if(i%2 != 0)  
            printf("%d\n", i);  
}
```

⑥

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

```
#include <conio.h>
```

```
int fact(int x);
```

```
int main()
```

```
{
```

```
    int n;
```

```
    printf("enter a number");
```

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

```
    printf("factorial = %d", fact(n));  
    return 0;
```

```
}
```

```

int fact(int x)
{
    int i, m = 1;
    for (i = 1; i <= x; i++)
        m *= i;
    return m;
}

```

```

⑦ #include <stdio.h>
#include <conio.h>
int combin(int n, int r);
int fact(int p);
int main()
{
    int n, r;
    printf("Enter n item and selected time r");
    scanf("%d %d", &n, &r);
    printf("%d", combin(n, r));
    return 0;
}

int combin(int n, int r)
{
    int m;
    m = fact(n) / (fact(r) * fact(n - r));
    return m;
}

```



```

int fact (int p)
{
    int temp = 1;
    for (int i = 1; i <= p; i++)
        temp = temp * i;
    return temp;
}

```

```

① #include <stdio.h>
#include <conio.h> #include <conio.h>
int arrang (int x, int y);
int fact (int m);
int main ()
{
    int n, r;
    printf ("Enter n item and selected r times");
    scanf ("%d %d", &n, &r);
    printf ("number of arr = %d", arrang (n, r));
    return 0;
}

int arrang (int x, int y)
{
    int a;
    a = fact (x) / fact (x - y);
    return a;
}

int fact (int m)
{
    int temp = 1;
}

```

```
for (int i = 1; i <= m; i++)
```

```
{
```

```
    temp = temp * i;
```

```
    return temp;
```

```
}
```

```
⑨ #include <stdio.h>
#include <conio.h>
int main()
```

```
{
```

```
int cheak(int n, int p)
```

```
int main()
```

```
{
```

```
int n, p;
```

```
printf("enter a digit");
```

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

```
printf("enter a number");
```

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

```
printf("%d", cheak(n, p));
```

```
return 0;
```

```
}
```

```
int cheak(int n, int p)
```

```
{
```

```
int rem
```

```
while
```

```
while(n > 0)
```

```
{
```

```
rem = n % 10
```

```
if (rem == p)
```

```
return 1;
```

```
else
```

```
return 0;
```

```
n /= 10;
```

```
}
```



```
(10) #include <stdio.h>
#include <conio.h>
```

```
void primefact(int p);
int main()
```

```
{
    int n;
    printf("Enter a number");
    scanf("%d", &n);
    primefact(n);
    return 0;
```

```
}
```

```
void primefact(int p)
```

```
{
    int i, j;
    for(j=2; j<=p; j++)
    {
        for(i=2; i<j; i++)
        {
            if(j%i==0)
                break;
```

```
        }
        if(j==i)
            if(n%i==0)
```

```
            {
                printf("%d\n", i);
                n/=i;
                j=1;
                i=2;
```

```
            }
        }
```