Assignment 5 C Language Live Community Classes

1. //Write a program to calculate the sum of two numbers.

#include<stdio.h>

int main(){

int num1, num2, sum;

printf("Enter first number : \n");

scanf("%d", &num1);

printf("Enter second number : \n");

scanf("%d", &num2);

sum = num1 + num2;

printf("The sum of %d and %d is : %d\n", num1, num2, sum);

return 0;

}

1. //Write a program to calculate the area of a circle.

#include<stdio.h>

int main(){

float areaOfCircle;

int radius;

printf("Enter the radius of circle :");

scanf("%d", &radius);

areaOfCircle = 3.14159 \* radius\*radius;

printf("The area of circle is %f", areaOfCircle);

return 0;

}

1. //Write a program to calculate the volume of a Cuboid.

#include<stdio.h>

int main(){

int length, breadth, height, volume;

printf("Enter length of cuboid : ");

scanf("%d", &length);

printf("Enter breadth of cuboid : ");

scanf("%d", &breadth);

printf("Enter height of cuboid : ");

scanf("%d", &height);

volume = (2\*( (length \* breadth) + (breadth \* height) + (height \* length)));

printf("Volume of cuboid is : %d", volume);

return 0;

}

1. //Write a program to calculate the simple interest.

#include <stdio.h>

int main()

{

int principalAmount, time;

float simpleInterest, rate;

printf("Enter principal amount : ");

scanf("%d", &principalAmount);

printf("Enter rate : ");

scanf("%f", &rate);

printf("Enter time : ");

scanf("%d", &time);

simpleInterest = ((principalAmount \* rate \* time)/100);

printf("Simple Interest is %f", simpleInterest);

return 0;

}

1. //Write a program to calculate the area of a rectangle

#include <stdio.h>

int main()

{

int lengthOfRectangle, breadthOfRectangle, areaOfRectangle;

printf("Enter the length of rectangle : ");

scanf("%d", &lengthOfRectangle);

printf("Enter the breadth of rectangle : ");

scanf("%d", &breadthOfRectangle);

areaOfRectangle = lengthOfRectangle \* breadthOfRectangle;

printf("Area of rectangle : %d", areaOfRectangle);

return 0;

}

1. //Write a program to calculate the average of three numbers

#include <stdio.h>

int main()

{

float num1, num2, num3, average;

printf("Enter three numbers : ");

scanf("%f %f %f", &num1, &num2, &num3);

average = (num1 + num2 + num3) / 3;

printf("The average of %.2f, %.2f, and %.2f is : %.2f", num1, num2, num3, average);

return 0;

}

1. //Write a program to calculate the square of a given number.

#include <stdio.h>

int main()

{

int number, squaredNumber;

printf("Enter a number to find its square : ");

scanf("%d", &number);

squaredNumber = number \* number;

printf("The square of %d is %d.", number, squaredNumber);

return 0;

}

1. //Write a program which takes a character as input and print its ASCII code.

#include <stdio.h>

int main()

{

char character;

printf("Enter a character : ");

scanf("%c", &character);

printf("The value stored in \"character\" variable is %c and its ASCII value is %d.", character, character);

return 0;

}

1. //Write a program to calculate the profit percentage upon selling a product. Cost price and selling price are given by the user.

#include <stdio.h>

int main()

{

float costPrice, sellingPrice;

printf("Enter cost price of the item : ");

scanf("%f", &costPrice);

printf("Enter selling price of the item :")

scanf("%f", &sellingPrice);

return 0;

}

1. //Write a program to calculate the area of a triangle where base and height of the triangle are given.

#include <stdio.h>

int main()

{

float baseOfTriangle, heightOfTriangle, areaOfTriangle;

printf("Enter the base of rectangle : ");

scanf("%f", &baseOfTriangle);

printf("Enter the height of the triangle : ");

scanf("%f", &heightOfTriangle);

areaOfTriangle = (baseOfTriangle \* heightOfTriangle)/2;

printf("The area of triangle with base %.2f and height %.2f is %.2f.", baseOfTriangle, heightOfTriangle, areaOfTriangle);

return 0;

}