Condition Related Problems

(Total 15 questions)

SL	Problem statement			
1.	Program that will decide whether a number is positive or not.			
	Sample input	Sample output		
	100	Positive		
	-11.11	Negative		
	0	Positive		
2.	Program that will decid	de whether a number is even or odd.	*	
	Sample input	Sample output		
	50	Even		
	-77	Odd		
	0	Even		
3.	Program that will take in English.	an integer of length one from the terminal and then display the digit	*	
3.	in English.		*	
3.	in English. Sample input	Sample output	*	
3.	in English.		*	
3. 4.	Sample input 9 0 Program that will check should be such that, 0	Sample output nine		
	Sample input 9 0 Program that will chec should be such that, 0 [Hint: A triangle is valid	Sample output nine zero k whether a triangle is valid or not, when the three angles (angle value < value < 180) of the triangle are entered through the keyboard. d if the sum of all the three angles is equal to 180 degrees.]		
	Sample input 9 0 Program that will chec should be such that, 0 [Hint: A triangle is valid	Sample output nine zero k whether a triangle is valid or not, when the three angles (angle value < value < 180) of the triangle are entered through the keyboard. d if the sum of all the three angles is equal to 180 degrees.] Sample output		
	Sample input 9 0 Program that will check should be such that, 0 [Hint: A triangle is valid Sample input 90 45 45	Sample output nine zero k whether a triangle is valid or not, when the three angles (angle value < value < 180) of the triangle are entered through the keyboard. d if the sum of all the three angles is equal to 180 degrees.] Sample output Yes		
	Sample input 9 0 Program that will check should be such that, 0 [Hint: A triangle is valid Sample input 90 45 45 30 110 40	Sample output nine zero k whether a triangle is valid or not, when the three angles (angle value < value < 180) of the triangle are entered through the keyboard. d if the sum of all the three angles is equal to 180 degrees.] Sample output Yes Yes		
	Sample input 9 0 Program that will check should be such that, 0 [Hint: A triangle is valid Sample input 90 45 45 30 110 40 160 20 30	Sample output nine zero		
	Sample input 9 0 Program that will check should be such that, 0 [Hint: A triangle is valid Sample input 90 45 45 30 110 40	Sample output nine zero k whether a triangle is valid or not, when the three angles (angle value < value < 180) of the triangle are entered through the keyboard. d if the sum of all the three angles is equal to 180 degrees.] Sample output Yes Yes		
	Sample input 9 0 Program that will check should be such that, 0 [Hint: A triangle is valid Sample input 90 45 45 30 110 40 160 20 30	Sample output nine zero		

Compute in a set	Comple cutant		
Sample input	Sample output		
1	Yes		
512	Yes		
1022	No		
Program that will read from the console a random number and check if it is a nonzero positive number. If the check is yes, it will determine if the number is a power of 2. If the check fails the program will check for two more cases. If the number is zero, the			
	a valid input". Else it will print "Negative input is not valid".		
Sample input	Sample output		
0	Zero is not a valid input		
		1	
1	Yes		
1 512	Yes		
512 1022 -512	Yes	*	
512 1022 -512 Program that will take two num than/less than/equal to Y.	Yes No Negative input is not valid hbers X & Y as inputs and decide whether X is greater	*	
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y)	Yes No Negative input is not valid hbers X & Y as inputs and decide whether X is greater Sample output	*	
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10	Yes No Negative input is not valid hbers X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10	*	
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10	Yes No Negative input is not valid hbers X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10	*	
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10	Yes No Negative input is not valid hbers X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10	*	
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10	Yes No Negative input is not valid There X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5	*	
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5	Yes No Negative input is not valid There X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5 Program that will decide wheth Yes, if (Year % 4 = Sample input	Yes No Negative input is not valid There X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5 There a year is leap year or not. Sample output Sample output Sample output		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5 Program that will decide wheth Yes, if (Year % 4 =	Yes No Negative input is not valid There X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5 There a year is leap year or not. See 1 & 2 & 3 & 4 & 4 & 4 & 4 & 4 & 4 & 4 & 4 & 4		
512 1022 -512 Program that will take two num than/less than/equal to Y. Sample input (X,Y) 5 -10 5 10 5 5 Program that will decide wheth Yes, if (Year % 4 = Sample input	Yes No Negative input is not valid There X & Y as inputs and decide whether X is greater Sample output 5 is greater than -10 5 is less than 10 5 is equal to 5 There a year is leap year or not. Sample output Sample output Sample output		

9.	_		_	_		red at the terr	ninal, whether it is	*
	an alphabet, a digit or a special character.							
	(Rest	(Restriction: Without math.h)						
	Sam	ple input			Sample out	put		
	Z				Alphabet			
	Α				Alphabet			
	8				Digit			
	*				Special			
10.	Progr	am that wi	II evaluate sim	ole express	ions of the form	=		**
			<nu< th=""><th>ımber1> <</th><th>operator> <nu< th=""><th>mber2></th><th></th><th></th></nu<></th></nu<>	ımber1> <	operator> <nu< th=""><th>mber2></th><th></th><th></th></nu<>	mber2>		
			;	where ope	erators are (+, - ,	*,/)		
		And	d if the operato	r is "/", the	en check if <num< th=""><th>ber2> nonzero</th><th>or not.</th><th></th></num<>	ber2> nonzero	or not.	
	Sam	ple input			Sample out	Sample output		
	100	* 55.5	5		Multiplication	on: 5550		
	100	/ -5.5			Division: -1	.8.181818		
	100	/ 0			Division: Z	ero as divisor i	s not valid!	
11.	Progr	am that wi	II take the final	score of a	student in a par	ticular subject	as input and find	*
	his/h	er grade.						
		Marks	Letter Grade	Marks	Letter Grade	Marks	Letter Grade	
		90-100	A	70-73	C+	Less than 55	F	
		86-89	A-	66-69	C			
		82-85	B+	62-65	C-			
		78-81	В	58-61	D+			
	[74-77	B-	55-57	D			
	6	.1			Carrella a 1	- 1		
	91.5	ple input			Grade: A	put		
	50				Grade: A			
					Graue. F			

Program that will construct a menu for performing arithmetic operations. The user will give
two real numbers (a, b) on which the arithmetic operations will be performed and an integer
number (1 <= Choice <= 4) as a choice. Choice-1, 2, 3, 4 are for performing addition,
subtraction, multiplication, division (quotient) respectively.

Sample input (a, b, Choice)	Sample output	
5 10	Multiplication: 50	
3		
-5 10.5	Quotient: 0	
4		

13. Program that will construct a menu for performing arithmetic operations. The user will give two real numbers (a, b) on which the arithmetic operations will be performed and an integer number (1 <= Choice <= 4) as a choice. Choice-1, 2, 3, 4 are for performing addition, subtraction, multiplication, division respectively.

If Choice-4 is selected, again the program will ask for another choice (1 <= **Case** <=2), where Case-1, 2 evaluate quotient and reminder respectively.

Sample input	Sample output	
5 10	Multiplication: 50	
3		
-5 10.5	Quotient: 0	
4		
1		
-5 10.5	Reminder: -48	
4		
2		

* *

14. Program that will construct a menu for performing arithmetic operations. The user will give two real numbers (a, b) on which the arithmetic operations will be performed and an integer number (1 <= Choice <= 4) as a choice. Choice-1, 2, 3, 4 are for performing addition, subtraction, multiplication, division respectively.

If Choice-4 is selected, the program will check if **b** is nonzero.

If the check is true, the program will ask for another choice (1 <= **Case** <= 2), where Case-1, 2 evaluate quotient and reminder respectively. If the check is false, it will print an error message "Error: Divisor is zero" and halt.

Sample input	Sample output
5 10	Multiplication: 50
3	
-5 10.5	Reminder: -48
4	
2	
-5 0	Error: Divisor is zero
4	

15. Program for "Guessing Game":

Player-1 picks a number **X** and Player-2 has to guess that number within **N** = **3** tries. For each wrong guess by Player-2, the program prints "Wrong, **N-1** Chance(s) Left!" If Player-2 successfully guesses the number, the program prints "Right, Player-2 wins!" and stops allowing further tries (if any left). Otherwise after the completion of **N** = **3** wrong tries, the program prints "Player-1 wins!" and halts.

Restriction: Without using loop/break/continue

Hint: Use flag]

Sample input (X, n1, n2, n3)	Sample output
5	Wrong, 2 Chance(s) Left!
12 8 5	Wrong, 1 Chance(s) Left!
	Right, Player-2 wins!
100	Wrong, 2 Chance(s) Left!
50 100	Right, Player-2 wins!
20	Wrong, 2 Chance(s) Left!
12 8 5	Wrong, 1 Chance(s) Left!
	Wrong, 0 Chance(s) Left!
	Player-1 wins!