## **Student Information**

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- Batch :- B1
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## **Lab Assignment 1: Understanding Union vs Structure**

```
#include <stdio.h>
#include <string.h>
union Employee {
  char name[50];
  int id;
  float salary;
};
struct EmployeeInfo {
  char name[50];
  int id;
  float salary;
};
int main() {
  union Employee emp1;
  struct EmployeeInfo emp2;
  // Assign values to union members
  strcpy(emp1.name, "Alice");
  emp1.id = 1234;
  emp1.salary = 50000.0;
  // Assign values to struct members
  strcpy(emp2.name, "Bob");
  emp2.id = 5678;
  emp2.salary = 60000.0;
  printf("Union Employee Details:\n");
  printf("Name: %s\n", emp1.name);
  printf("ID: %d\n", emp1.id);
  printf("Salary: %.2f\n", emp1.salary);
```

```
printf("\nStruct Employee Details:\n");
printf("Name: %s\n", emp2.name);
printf("ID: %d\n", emp2.id);
printf("Salary: %.2f\n", emp2.salary);

printf("\nSize of union: %zu bytes\n", sizeof(emp1));
printf("Size of struct: %zu bytes\n", sizeof(emp2));
return 0;
}
```

```
> Ivscode
                       PS C:\Users\adi6r\Desktop\'> cd "c:\Users\adi6r\Desktop\'\"
                       ) { .\experiment2_lab1 }
  C array.c
                       Union Employee Details:
 array.exe
                       Name:
  desktop.ini
                      ID: 1195593728
  c experiment1... U
                       Salary: 50000.00
 experiment1... U
                       Struct Employee Details:
  c experiment1... U
                       Name: Bob
 experiment1... U
                       ID: 5678
                       Salary: 60000.00
 experiment2... U
                       Size of union: 52 bytes
  c experiment4... U
                       Size of struct: 60 bytes
                       PS C:\Users\adi6r\Desktop\'>
 experiment4... U
  C Experiment4.c U
 Experiment4.... U
  c experiment5... U
 experiment5... U
  c experiment5... U
```

## <u>Lab Assignment 2: Dynamic Memory Allocation with</u> malloc() and free()

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

int main()
{
    int n;
    printf("Enter the number of elements: ");
    scanf("%d", &n);
```

```
// Dynamically allocate memory for an array of n integers
  int *arr = (int*)malloc(n * sizeof(int));
  if (arr == NULL)
     printf("Memory allocation failed!\n");
     return 1;
   }
  printf("Enter %d elements:\n", n);
  for (int i = 0; i < n; i++) {
     scanf("%d", &arr[i]);
  int sum = 0;
  for (int i = 0; i < n; i++)
 {
     sum += arr[i];
  float average = (float)sum / n;
  printf("Sum of elements: %d\n", sum);
  printf("Average of elements: %.2f\n", average);
  // Free the allocated memory
  free(arr);
  return 0;
}
```

```
> I.vscode
                       PS C:\Users\adi6r\Desktop\'> cd "c:\Users\adi6r\Deskt
  C array.c
                       Enter the number of elements: 4
 array.exe
                       Enter 4 elements:
 desktop.ini
                       9
  c experiment1... U
                       8
 experiment1... U
  c experiment1... U
                       Sum of elements: 27
 experiment1... U
                       Average of elements: 6.75
                       PS C:\Users\adi6r\Desktop\'>
  c experiment1... U
 experiment1... U
  c experiment2... U
 experiment2... U
  c experiment4... U
 experiment4... U
```