✓ Day: Basic Input/Output and Operators (2-8-2025)

1. Write a C program to add two integers.

IPO

Input: to get a value as input say a,b,c

Process: to add two integers using the condition

C=a+b

Output: output the addition of two integers

```
#include<stdio.h>
void main()
{
   float a=2,b=2,c;
   c=a+b;
   printf("%f",c);
}
```

```
Output

4.000000

=== Code Exited With Errors ===
```

2. Write a program to swap two numbers using a temporary variable.

```
IPO
```

Input: to get a value as input to swap a number

Process: to swap a two number using temporary third variable is introduced to hold the value of one variable while swapping

Output: to output the exchanged variable values

```
#include <stdio.h>
void main()
{
  int a=3,b=4,temp;
  printf("before swapping:a=%d,b=%d\n",a,b);
  {
    temp=a;
    a=b;
    b=temp;
}
  printf("after swapping:a=%d,b=%d\n",a,b);
}
Output
Clean
Defore swapping:a=3,b=4
```

before swapping:a=3,b=4
after swapping:a=4,b=3
=== Code Exited With Errors ===

3. Write a program to swap two numbers without using a temporary variable

```
IPO
```

Input: to swap the two numbers as input without using a temporary variable

Process: to swap the two numbers without using temporary variable , to exchange the two variables as a =10 ,b=5 and after swaping it becomes a=5 , b=10

Output: out put the variable a, b after swaping

```
#include<stdio.h>
void main()
{
  int a=5,b=10;
 printf("before swaping :a=%d,b=%d\n",a,b);
 {
   a=a+b;
   b=a-b;
   a=a-b;
 }
  printf("after swaping : a=%d,b=%d\n",a,b);
}
 Output
before swaping :a=5,b=10
after swaping : a=10,b=5
=== Code Exited With Errors ===
```

4. Write a program to find the ASCII value of a character.

IPO

Input: to get the ASCII program by using char ,printf and stores in char variable

Process: to print char variable using %d ,c converts char into ASCII value

```
Output: output the value using printf()
```

```
#include<stdio.h>
void main()
{
  int n,a;
  char c='a';
  n=c;
  printf("%d",n);
```



5. Write a program to calculate the area and perimeter of a rectangle.

IPO

}

Input: to input the value of length of rectangle and width

Process: to calculate the area and perimeter of a rectangle using a=l*w; and perimeter=2*length+ width formulas

Output: output the area and perimeter of rectangle

```
#include<stdio.h>
void main()
{
 float l,w,area,perimeter;
  scanf("%f%f",&l,&w);
 {
    area=l*w;
    perimeter=2*(l+w);
 }
  printf("area of rectangle:%.2f\n",area);
  printf("perimeter of rectangle:%2f\n",perimeter);
}
  Output
                                                                        Clear
area of rectangle:25.00
perimeter of rectangle:20.000000
=== Code Exited With Errors ===
```

6. Write a program to compute the simple interest.

IPO

Input: to get a value as input for principle, rate, number of years

Process: to calculate simple interest by,

S.I=(p*r*t)/100 that stores answer in d

```
Output : output the variable D

#include<stdio.h>

void main()

{
    int a=60,b=2,c=40;
    float d;
    d=(a*b*c)/100;
    printf("%f",d);
}

Output

Clear

48.000000

=== Code Exited With Errors ===
```

7. Write a program to convert temperature from Celsius to Fahrenheit.

IPO

Input: to get value of c as input say a

Process: to convert temperature from Celsius to Fahrenheit by the formula

F=(c*(9/5))+32 stores answer in d

Output: output the variable as d

```
include<stdio.h>
void main()
{
   float a=2,h;
   h=(a*9/5)+32;
   printf("%f",h);
}
```



8. Write a program to find the quotient and remainder of two integers.

```
IPO
Input: to get the quotient and remainder of two integers
process: to find the quotient and remainder by
           Quotient=dividend/divisor;
          Remainder=dividend % divisor;
Output: to output the quotient and remainder
#include<stdio.h>
void main()
{
int divide=12, divisor=2, remain, q;
{
  q=divide/divisor;
  remain=divide%divisor;
 }
 printf("q=%d\n",q) printf("remain=%d\n",remain);
}
  Output
q=6
remain=0
=== Code Exited With Errors ===
```

9. Write a program to check whether a number is even or odd.

IPO

}

}

Input: to get a value odd or even as input

Process: to check whether a number is even or odd using if ,else condition

```
a%2==0 even else odd
```

Output: output the value odd or even

```
#include<stdio.h>
void main()
{
  int a=5,i;
 {
    if(a%2!=0)
  {
    printf("odd");
  }
  else
  {
    printf("even");
```

```
Output

odd

=== Code Exited With Errors ===
```

10. Write a program to calculate the square and cube of a number.

```
IPO
Input: to get a value as input as a,b
Process: to get a program to calculate the square and cube of a number where for
square n=5; 1^2+2^2+....+n^n and for cube 1^3+
#include<stdio.h>
void main()
{
  float a=2,square,cube;
  square=a*a;
  cube=a*a*a;
  printf("square=%f\n",square);
  printf("cube=%f\n",cube);
}
  Output
                                                                              Clear
square=4.000000
cube=8.000000
=== Code Exited With Errors ===
```