

**Batch: C1-2                      Roll No.: 16010123036**

**Experiment / assignment / tutorial No. 3**

**Grade: AA / AB / BB / BC / CC / CD / DD**

**Signature of the Staff In-charge with date**

**TITLE:** Write a program in C to demonstrate use of looping control structures

**AIM:** Write a menu driven program for following option

- To find whether a number is palindrome or not. (e.g. 1221 is palindrome) using while loop
- To calculate the sum of the Fibonacci series up to 'n' terms(use do-while loop only)
- Write a program in C to make such a pattern like a right angle triangle with a number which will repeat a number in a row. (Pattern is given below)

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**Expected OUTCOME of Experiment:**

Apply basic concepts of C programming for problem solving.(CO1 and CO2).

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**Books/ Journals/ Websites referred:**

- Programming in C, second edition, Pradeep Dey and Manas Ghosh, Oxford University Press.
- Programming in ANSI C, fifth edition, E Balagurusamy, Tata McGraw Hill.
- Introduction to programming and problem solving , G. Michael Schneider ,Wiley India edition.

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**Problem Definition:**

The program accepts a choice from the user using a switch case statement and generates output accordingly.

**Choice a:** The program checks whether a given number by user is palindrome or not. If a number remains same, even if we reverse its digits then the number is known as palindrome number. For example, 12321 is a palindrome number because it remains same if we reverse its digits.

**Choice b:** Sum of Fibonacci series up to n terms will be generated. Fibonacci series is a series in which each number is the sum of the last two preceding numbers. The first two terms of a Fibonacci series are 0 and 1.(use while loop only)

**Example:**

Input:  $n = 5$

Output: 7

Explanation:  $0 + 1 + 1 + 2 + 3 = 7$

Choice c: Write a program in C to make such a pattern like right angle triangle with a number which will repeat a number in a row.

The pattern like :

1  
22  
333  
4444

**Algorithm:**

1. Start
2. Define a function palin():
  - a. Declare variables n, n1, k, ans.
  - b. Prompt the user to enter a number to check for Palindrome.
  - c. Read and store the entered number in n.
  - d. Assign n to n1 and initialize k and ans to 0.

- e. Enter a while loop until n is greater than 0:
    - i. Extract the last digit of n and store it in k.
    - ii. Update ans by multiplying it by 10 and adding k.
    - iii. Divide n by 10 to remove the last digit.
  - f. Check if ans is equal to n1:
    - i. If true, print "The Number is a Palindrome".
    - ii. If false, print "The Number is not a Palindrome".
3. Define a function fibo():
- a. Declare variables a, b, range, c, sum.
  - b. Prompt the user to enter the range of the Fibonacci series.
  - c. Read and store the entered range in the variable range.
  - d. Initialize a, b, and sum to 0.
  - e. Enter a while loop until a is less than or equal to the range:
    - i. Print the value of a.
    - ii. Add a to the sum.
    - iii. Update c as the sum of a and b.
    - iv. Update a and b with the values of b and c, respectively.
  - f. Print the sum of the Fibonacci series.
5. Define a function triangle():
- a. Declare a variable a.
  - b. Prompt the user to enter a value for a.

- c. Read and store the entered value in the variable a.
  - d. Use nested loops to print a triangle pattern with each row containing numbers from 1 to the row number.
7. In the main function:
- a. Print student information (Name and Roll No).
  - b. Declare a variable n and prompt the user to enter a choice.
  - c. Read and store the entered choice in the variable n.
  - d. Use a switch case to call the appropriate function based on the user's choice:
    - i. If choice is 1, call palin().
    - ii. If choice is 2, call fibo().
    - iii. If choice is 3, call triangle().
    - iv. If choice is not 1, 2, or 3, print an error message.
8. End.

**Implementation details:**

```
#include <stdio.h>
void palin()
{
    int n;
    printf("Enter a num to check for Palindrome: ");
    scanf("%d",&n);
    int n1=n,k=0,ans=0;
    while(n>0)
    {
        k=n%10;
        ans=ans*10+k;
        n=n/10;
    }
    if(ans==n1)
        printf("The Number is a Palindrome");
    else
        printf("The Number is not a Palindrome");
}
void fibo()
{
    int i, n, first = 0, second = 1, sum = 1, third;

    printf("Enter the range \n");
    scanf("%d", &n);
    for(i = 2; i < n; i++){
        third = first + second;
        sum = sum + third;
        first = second;
        second = third;
    }

    printf("Sum of Fibonacci series for given range is %d", sum);
}
```

```
void triangle()
{
    int a;
    printf("Enter a: ");
    scanf("%d",&a);
    for (int i = 0; i < a; i++)
    {
        for (int j = 0; j <= i; j++)
        {
            printf("%d ",i+1);
        }
        printf("\n");
    }
}

int main()
{
    printf("Name: Amandeep Singh\nRoll no: 16010123036\n");
    int n=0;
    printf("Enter any one of the following choices\n");
    printf("1. Palindrome\n");
    printf("2. Fibonacci\n");
    printf("3. Enter a number that you want as the height of triangle\n");
    scanf("%d",&n);
    switch (n)
    {
        case 1:
            palin();
            break;
        case 2:
            fibo();
            break;
        case 3:
            triangle();
            break;
        default:
            printf("Enter a correct option only");
            break;
    }
    return 0;
}
```

**Output(s):**

```
Name: Amandeep Singh
Roll no: 16010123036
Enter any one of the following choices
1. Palindrome
2. Fibonacci
3. Enter a number that you want as the height of triangle
1
Enter a num to check for Palindrome: 1221
The Number is a Palindrome
```

```
Name: Amandeep Singh
Roll no: 16010123036
Enter any one of the following choices
1. Palindrome
2. Fibonacci
3. Enter a number that you want as the height of triangle
2
Enter the range
7
Sum of Fibonacci series for given range is 20
```

```
Name: Amandeep Singh
Roll no: 16010123036
Enter any one of the following choices
1. Palindrome
2. Fibonacci
3. Enter a number that you want as the height of triangle
3
Enter a: 6
1
2 2
3 3 3
4 4 4 4
5 5 5 5 5
6 6 6 6 6 6
```

### Conclusion:

In conclusion, this experiment effectively demonstrated the use of looping control structures in C programming. The menu-driven program covered tasks such as checking for palindrome numbers, calculating Fibonacci series sums, and creating a right-angled triangle pattern. The experiment successfully applied basic C programming concepts, aligning with Course Outcomes 1 and 2. Overall, it provided practical experience in problem-solving and algorithmic design, contributing to the development of strong programming skills.

### Post Lab Descriptive Questions

- Write a program to enter numbers till the user wants. At the end it should display the count of positive, negative and zeros entered.

```
#include <stdio.h>

int main() {
    int num;
    int positiveCount = 0, negativeCount = 0, zeroCount = 0;
    char choice;
    do {
        printf("Enter a number: ");
        scanf("%d", &num);
        if (num > 0) {
            positiveCount++;
        } else if (num < 0) {
            negativeCount++;
        } else {
            zeroCount++;
        }
        printf("Do you want to enter another number? (y/n): ");
        scanf(" %c", &choice);
    } while (choice == 'y' || choice == 'Y');
    printf("\nCount of Positive Numbers: %d\n", positiveCount);
    printf("Count of Negative Numbers: %d\n", negativeCount);
    printf("Count of Zeros: %d\n", zeroCount);
    return 0;
}
```



```
Enter a number: 5
Do you want to enter another number? (y/n): y
Enter a number: -2
Do you want to enter another number? (y/n): y
Enter a number: 0
Do you want to enter another number? (y/n): y
Enter a number: 2
Do you want to enter another number? (y/n): y
Enter a number: 0
Do you want to enter another number? (y/n): n

Count of Positive Numbers: 2
Count of Negative Numbers: 1
Count of Zeroes: 2
```

- Write a program to print all the ASCII values and their equivalent characters using a while loop. The ASCII values vary from 0 to 255.

```
#include <stdio.h>

int main() {
    int asciiValue = 0;

    printf("ASCII Values and their Equivalent Characters:\n");

    while (asciiValue <= 255) {
        printf("ASCII Value: %d, Character: %c\n", asciiValue, asciiValue);
        asciiValue++;
    }

    return 0;
}
```

Date: \_\_\_\_\_

Signature of faculty in-charge

Department of Science and Humanities