(CL1002) Programming Fundamentals Lab

Lab 6 Task:

- Before doing the task, I recommend you all to go through the lab manual. It will make it easy for you all to understand this.
- Copied task will be awarded **zero** marks.
- Upload only a MS word and PDF file including all tasks source code and its output (screen shot).
- You have to copy the source code in your word file. Don't take the screen shot of source code.
- Use the following format for naming the word file Rollno_name (21P-1234_zain).

1. Write a **program** to check whether an alphabet is a vowel or consonant. Your program should ask the **user to input an alphabet**
   VOWELS ARE (A,E,I,O,U)
   Output

```
Enter Alphabet: U
alphabet is a vowel

Enter Alphabet: T
alphabet is a consonant

 Enter Alphabet: a
 alphabet is a vowel
```

2. Write a **program** to check a triangle is equilateral, isosceles or scalene. Your program should ask the **user to input x,y,z values**
   Note:
   An equilateral triangle is a triangle in which all three sides are equal.
   A scalene triangle is a triangle that has three unequal sides.
   An isosceles triangle is a triangle with (at least) two equal sides.
   Output:

```
Input lengths of the triangle sides:
x: 12
y: 12
z: 12
Equilateral triangle

Input lengths of the triangle sides:
x: 12
y: 12
z: 13
isosceles triangle
```

```
Input lengths of the triangle sides:
x: 12
y: 13
z: 14
Scalene triangle
```

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3. Modify a calculator you made in the last lab. This time your program ask user to enter the number and the operation you want to perform (+,-,*,/)

```
Enter number: 8
Enter a second number: 3
For Addition       press 1
For Subtraction    press 2
For Multiplication press 3
For Division       press 4
Enter Operation2
Subtraction  5

Enter number: 3
Enter a second number: 5
For Addition       press 1
For Subtraction    press 2
For Multiplication press 3
For Division       press 4
Enter Operation 3
Multiplication  15
```

4. Write a program that takes two variables—x, and y from user—and pass these two values to a function named ***largest_odd (user define function).*** Your function should print the

largest odd number between them. If none of them are odd, it should print a message to that effect.

Output:

```
Enter an number
x:9
Enter a second number
y:15
y = 15  is the greatest odd number between them.


Enter an number
x:24
Enter a second number
y:30
None of them is odd

Enter an number
x:3
Enter a second number
y:50
x = 3  is the greatest odd number between them.
```
