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# OPERATORS IN C" LANGUAGE

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## ASSIGNMENT 2



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Q. Wap to print unit digit of a given number.

```
#include<stdio.h>

int main()
{
    int num,unit_digit;
    printf("Enter a number:");
    scanf("%d",&num);
    unit_digit=num%10;
    printf("the unit digit is: %d",unit_digit);
    return 0;

}
```

Q. wap to print a given number without its last digit.

```
#include<stdio.h>

int main()
{
    int x,last_digit;
    printf("enter a number:");
    scanf("%d",&x);
    last_digit=x/10;
```

```
printf(" no.without last digit is:%d",last_digit);  
return 0;
```

```
}
```

Q. wap to swap values of two int variables.

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

```
int main()
```

```
{
```

```
    int x,y,temp;
```

```
    printf("enter value of x:");
```

```
    scanf("%d",&x);
```

```
    printf("enter value of y:");
```

```
    scanf("%d",&y);
```

```
    temp=x;
```

```
    x=y;
```

```
    y=temp;
```

```
    printf("\nafter swapping x=%d,y=%d",x,y);
```

```
    return 0;
```

```
}
```

Q. wap to swap values of two int variables without using a third variable.

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

```
int main()
```

```
{
```

```
    int x,y,temp;
```

```
    printf("enter value of x:");
```

```
    scanf("%d",&x);
```

```
    printf("enter value of y:");
```

```
    scanf("%d",&y);
```

```
    temp=x;
```

```
    x=y;
```

```
    y=temp;
```

```
    printf("\nafter swapping x=%d,y=%d",x,y);
```

```
    return 0;
```

```
}
```

Q. wap which takes a character as an input and displays its ASCII code.

```
#include<stdio.h>

int main()
{
    char ch;
    printf("Enter a character:");
    scanf("%c",&ch);

    printf("ascii value of the character is %d",ch);
    return 0;
}
```

Q.wap to input a three digit number and display the sum of the digits.

```
#include<stdio.h>

int main()
{
    int n;
    int d,sum=0;
    printf("enter a number:");
    scanf("%d",&n);
    while(n>0)
```

```
{  
    d=n%10;  
    sum=sum+d;  
    n=n/10;  
}  
printf("%d",sum);  
}
```

Q. wap to check whether the given no. is even or odd using a bitwise operator.

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

```
int main()
```

```
{  
    int a;  
    printf("enter a number");  
    scanf("%d",&a);  
    {  
        if(a%2==0)  
            printf("even");  
        else  
            printf("odd");  
    }
```

```
}  
return 0;
```

```
}
```

Q. wap to print size of an int,a float ,a char ,and a double type variable.

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

```
int main() {
```

```
    int a;
```

```
    float b;
```

```
    double c;
```

```
    char d;
```

```
    printf("Size of int: %d\n", sizeof(a));
```

```
    printf("Size of float: %d\n", sizeof(b));
```

```
    printf("Size of double: %d\n", sizeof(c));
```

```
    printf("Size of char: %d\n", sizeof(d));
```

```
    return 0;  
}
```